WATERDEEP

A Tail of Two Fishies



A daring heist to steal the Xanathar's favorite goldfish from right under his eyes

GUILD

A five-hour adventure for 1st to 4th level characters

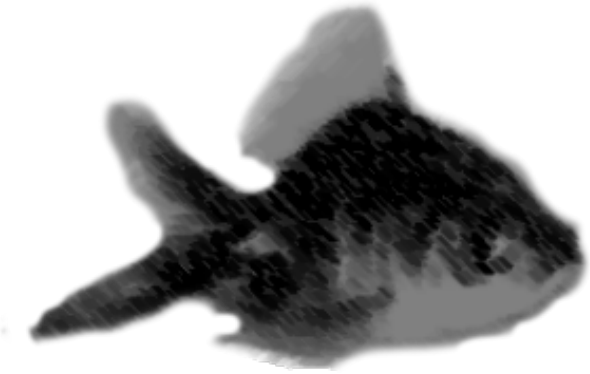
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Introduction

"What's that, Sylgar? No. Not yet, my fishy friend. They just got here. Perhaps after we chat a bit. I find a little conversation at the beginning helps digestion."

— The Xanathar, *Xanathar's Guide to Everything*

Waterdeep, City of Splendors, is the largest and most cosmopolitan city on the Sword Coast. It is a place full of wealthy patrons, powerful organizations, and shadowy villains. For those reasons and more, adventurers are drawn to Waterdeep like stirges to blood.

One shadowy villain in Waterdeep is the Xanathar, a beholder that runs the criminal organization known as the Xanathar Guild. That so-called guild has been a thorn in the side of Waterdhavian authorities for centuries. The Waterdeep City Watch and the Harpers have finally come up with a plan to infiltrate the beholder's paranoid mind by exploiting his biggest weakness: his pet goldfish Sylgar.

Waterdeep: A Tail of Two Fishies is a whimsical heist adventure designed for three to seven characters of 1st to 4th level. This adventure can be enjoyed as a one-shot, as part of a *Waterdeep: Dragon Heist* campaign, or as part of any campaign on the Sword Coast of the Forgotten Realms.

Preparing This Adventure

This adventure contains several handouts, some of which need to be cut out ahead of time. The handouts provide essential information for the players and can really speed up and facilitate play at the table, so please have them printed out and ready before the game starts.

Monster statistics, maps, and handouts can all be found in the adventure's appendix. **Map – Waterdeep** displays the city, its wards, and all the locations in the city that the characters will visit during the course of this adventure.

Throughout this adventure, there are red sidebars which provide suggestions for combat adjustments based on **party strength**, which is determined by group size and average character level as follows:

	Avg Lvl 1-2	Avg Lvl 3	Avg Lvl 4
3-4 Players	Very Weak	Weak	Average
5 Players	Weak	Average	Strong
6-7 Players	Average	Strong	Very Strong

Adjustments (other than "☠ – For Extra Challenge") are not cumulative, and they are merely suggestions. If your group is full of new players still learning the game, perhaps a weaker adjustment is appropriate. If your group consists of tacticians with optimized characters, they might appreciate a higher level of challenge.

Some adjustment sidebars include an entry marked "☠ – **For Extra Challenge**." Suggestions marked this way are options for experienced DMs with players who can handle very difficult encounters. They can be used alongside any other adjustment, and they can really spice up a fight if you and the players are comfortable with the higher level of difficulty and complexity. Be careful when using them, especially in a time-limited setting.

Waterdeep: Dragon Heist

This adventure doesn't need to be run alongside *Waterdeep: Dragon Heist*, but the two can complement each other very well. Here are some good places to begin *A Tail of Two Fishies* during a *Dragon Heist* campaign:

- If the campaign hasn't started yet, this adventure is a great way to begin the story, familiarize everyone to Waterdeep, and introduce a major character (and possibly main villain) of *Dragon Heist*: the Xanathar. At the end of *A Tail of Two Fishies*, the characters are gathered at the Yawning Portal, creating an easy transition to chapter 1 of *Dragon Heist*
- During chapter 2 of *Dragon Heist*, the characters have a chance to join factions or participate in side activities. During this time, the Harpers, the City Watch, or an individual like Renaer Neverember can approach the characters and invite them to participate in this mission.
- After chapter 3 of *Dragon Heist*, the characters are looking for a lead to find the nimblewright. A friendly Harper (such as Renaer Neverember) can suggest a deal: help the Harpers with the Xanathar mission, and in exchange, the Harpers will use all available resources to look for the nimblewright.
- During chapter 4 of *Dragon Heist*, if the current season is summer, the characters get arrested during **Encounter 8: Courthouse**. Instead of sentencing the characters for their crimes (real or imagined), the City Watch might decide instead to press them into performing a service for the city.

This adventure's **Conclusion** also presents some ways that the events of *A Tail of Two Fishies* might influence a *Dragon Heist* campaign.

Adventure Background

The Xanathar is a very dangerous individual, both because it is a beholder, and because it leads a powerful criminal organization. The Xanathar does have a weakness, however: the beholder keeps a pet goldfish named Sylgar which it cherishes above all other people and possessions.

Unfortunately, goldfish don't have very long lifespans, and the Xanathar goes on an indiscriminate rampage whenever anything happens to Sylgar. Hence, for their own self-preservation, members of the Xanathar Guild organize an extraction mission every few years to replace the current Sylgar with a newer, younger goldfish. The extraction mission is highly perilous, and involves sneaking into the paranoid beholder's inner sanctum, so the mission is only ever undergone by the most skilled and most reckless of teams. Luckily, the Xanathar seems unable to distinguish one goldfish from another.

The current Sylgar is over nine years old and it is time for the current Hand of the Eye, Robier, to recruit a crack team to undergo another extraction mission. At the same time, Shava, a Harper agent, has infiltrated the Xanathar Guild and learned of this information. She and the Harpers have come up with a plan to co-opt this process and replace Sylgar with an inside fish who can report the Xanathar's every move. The first step in that plan involves getting Robier to select an extraction team of Shava's own choosing. That is where the player characters come in…

Adventure Overview

This adventure is divided into five parts, along with a beginning and a conclusion.

Beginnings (15 minutes): Captain Hyustus Staget gathers the characters and sends them on a mission to assist a Harper agent named Shava.

Part 1 – Job Interview (40 minutes): The characters must defend a Xanathar Guild smuggling operation from the City Watch in order to prove their competence and loyalty to the guild.

Part 2 – The Gargoyle Gang (90 minutes): Robier has chosen the Gargoyle Gang for the extraction mission. The characters need to convince each member of the Gargoyle Gang to retire from the mission so the characters can get the job instead.

Part 3 – The Xanathar's Sanctum (85 minutes): The extraction mission begins! The characters must navigate the traps and puzzles of the Xanathar's sanctum so they can reach the Xanathar's treasury and sleeping chamber.

Part 4 – Cavern of Wonders (25 minutes): The time has come to swap the goldfish and pilfer the Xanathar's greatest treasures.

Part 5 – The Xanathar Wakes (50 minutes): Can the characters make their way back out of the sanctum with an angry beholder chasing them down?

Conclusion (15 minutes): The characters regroup at the Yawning Portal and report on their success or failure.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Captain Hyustus Staget (HEW-stus STAG-it): Male human. Member of the Waterdeep City Watch. He hires the characters for the job at the beginning of the adventure.

Shava (SHAH-va): Female half-orc. Harper agent working undercover as a member of the Xanathar Guild. She briefs the characters and guides them through the extraction mission.

Robier (row-be-AIR): Male human. Criminal middle manager working on behalf of the Xanathar. He organizes the extraction mission to replace Sylgar, which Shava co-opts for her own purpose.

Gargoyle Gang: Team of skilled criminals which Robier initially chooses to undergo the extraction mission. Consists of Wit, Rinn, Pog Fiddlesten (FID-dul-sten), Sloth, and Saphara Delmirev (sa-FAR-ah del-MERE-ev).

Fin: Male awakened goldfish. An unorthodox Harper agent with a taste for the finer things in life. The Harpers want Sylgar replaced with him.

Sylgar (SILL-gar): Goldfish. The Xanathar's pampered pet and 112th of its name. The Xanathar Guild has been diligent in replacing Sylgar with a fresh goldfish whenever the current one gets too old, for fear that Sylgar's death would provoke the Xanathar into a murderous rampage.

The Xanathar (ZAN-ah-thar): Beholder. Paranoid megalomaniac in charge of the Xanathar Guild. Killed the previous Xanathar and has since usurped the title.

Beginnings

Estimated Duration: 15 minutes

Group of Strangers

If this is a brand new one-shot or campaign and the characters are a group of strangers, read:

> All of you have been arrested by the Waterdeep City Watch! Whether you are guilty or innocent, you have all found yourselves on the wrong side of Waterdhavian justice. Now you are dragged before a watch captain and given a simple choice: help the City Watch with a dangerous mission and be exonerated of your crime, or be crushed under the full force of the Code Legal. Each of you, introduce your character and tell us why your character was arrested.

This hook provides a quick introduction, an easy reason why the characters are working together, and some room for creativity which can sow the seeds of future adventures.

Familiar Adventuring Group

If the characters have already been adventuring together, you can use whichever adventure hook seems most appropriate:

- If the characters have helped or worked with the Waterdeep City Watch in the past, or if they have helped any city leaders (such as the Open Lord or any of the Masked Lords) or benevolent factions in Waterdeep (such as the Lord's Alliance, the Harpers, or Force Grey), an NPC that the party already knows tells them that Waterdeep needs their assistance yet again for a dangerous but important mission.
- If one or more of the characters got arrested by the City Watch or are wanted in Waterdeep, they are asked to perform a service for the City Watch in order to clear their names and bolster their reputations.
- If the party is just looking for adventure, they find a broadsheet announcing that the City Watch is looking for help from adventurers. The broadsheet promises gold and other rewards for those who answer the call.



Should You Choose to Accept It

Regardless of how they got there, the characters find themselves in a watch station on the south side of the Castle Ward, facing down the hard stare of Captain Hyustus Staget of the Waterdeep City Watch. He tells the characters the following information:

- The City Watch needs assistance in dealing with a dangerous organization called the Xanathar Guild. The Xanathar Guild is a criminal organization run by the Xanathar, a beholder crime lord who operates below the streets of Waterdeep. The Guild is a dangerous threat to Waterdeep, and the City Watch has been trying to contain the threat with the assistance of the Harpers.
- The Xanathar is up to something. All indicators suggest that it is planning something big. The last time the Guild was this active, they ended up raiding Castle Waterdeep and stealing most of the gold and all of the mirrors there. Mirt the Moneylender and Open Lord Laeral Silverhand were none too happy about that.
- The Harpers have a plan to deal with the Xanathar Guild. A Harper agent named Shava has infiltrated the Guild and is working against them from within. She needs backup to implement her plans, so that's where the characters come in.
- The characters are to meet with Shava at deepnight (midnight) tonight. The meeting spot is on the waterfront to the south of Fishgut Court in the Dock Ward.
- Their orders are to do whatever Shava tells them to do. Captain Staget doesn't know the full details of the mission, but since it involves infiltration and espionage, it will likely be a delicate operation that requires subtlety and deception. The City Watch doesn't normally condone lawbreaking, but in this case, lesser crimes may be forgiven when the greater interests of Waterdeep are at stake.
- If the characters successfully assist Shava to her satisfaction, the city of Waterdeep would be in their debt. The City Watch would be willing to forgive any past transgressions and look more favorably upon them in the future. Moreover, the Harpers are offering a monetary reward, as well as reward in their most prized currency: information. Staget won't specify what exactly the rewards will be (since he doesn't know), but he assures the characters that they will be satisfied.



Roleplaying Captain Hyustus Staget (HEW-stus STAG-it)

Captain Staget is an uptight man who helps keep the peace in the Dock Ward. He doesn't believe in rumors or gossip, he doesn't drink, and he doesn't let anger get the better of him. Despite his strict personality, Captain Staget is fair-minded and cares about the well-being of average citizens, making him well-respected among the working people of the Dock Ward.

Captain Staget also appears in chapter 1 of *Waterdeep: Dragon Heist* at the Zhentarim hideout (p. 27), as well as in chapters 4 and 5 under certain circumstances. If your campaign has played through some of *Waterdeep: Dragon Heist*, the characters may have already met him, and he would respond to them accordingly. On the other hand, if you plan on running *Waterdeep: Dragon Heist* after this adventure, Captain Staget might recognize the characters later and react based on their success or failure here.

Voice: Respectful, terse, commanding

Quote: *"I'm giving you a second chance. Not all City Watch officers are as nice as me."*

Part 1. Job Interview

Estimated Duration: 40 minutes

In the Name of the Law

You're not sure what you were expecting when you were told to meet with an undercover Harper agent at the city docks in the dead of night, but this muscular half-orc in sailor clothes was probably not it. "You must be the group of adventurers sent by the Watch," she says, "I suppose you'll do. I'm Shava."

Shava gestures to the background activity of dockworkers furiously hauling small boxes down through an open sewer grate. You can make out the occasional trilling and purring noise coming from the boxes. "The Xanathar Guild is conducting an operation of... dubious legality at the moment," Shava says. "I expect the City Watch to show up at any moment. I need to get these criminals to trust me, and to trust you, so your job is to defeat, delay, or otherwise distract the City Watch until we can make our escape. Whatever your compunctions about fighting the City Watch, know that maintaining our covers with these criminals will serve the greater good. Try to be as impressive or flashy in the battle if you can, but please do your best not to kill anybody."

A shrill whistle pierces the night as a group of constables charge into the area, weapons in hand. "You're all under arrest for suspicious activities. Down arms and hold now!"

"Here they come," Shava says. She pushes you forward and then backs away toward the dockworkers. "Impress me, and don't screw up!"

A watch patrol consisting of a **sergeant**, a **watch wizard**, and five **constables** rush in to catch the criminals. Use **Map – Waterfront** if you wish to use a map for this combat.

Adjusting This Encounter

- **Very Weak:** Remove a **sergeant** and two **constables**.
- **Weak:** Remove a **sergeant**.
- **Strong:** Add two **constables**.
- **Very Strong:** Add a **sergeant**.

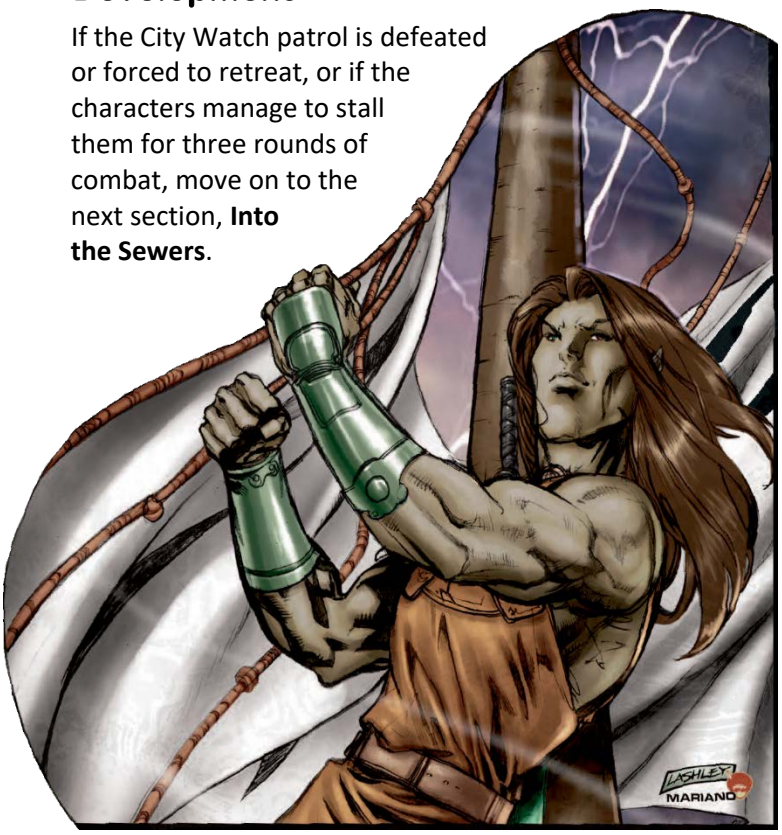
☠ **For Extra Challenge:** The **constables** have Pack Tactics, granting each of them advantage on attack rolls against a creature if at least one of that constable's allies who isn't incapacitated is within 5 feet of the target.

Tactics

City Watch officers always knocks characters unconscious instead of killing them. Any officer that falls to half health disengages and retreats, and the entire patrol retreats with their wounded if more than half of them are taken out of the fight. If the odds turn against the characters, a couple of **thugs** from the Xanathar Guild drop their current tasks and rush in to help.

Development

If the City Watch patrol is defeated or forced to retreat, or if the characters manage to stall them for three rounds of combat, move on to the next section, **Into the Sewers**.



Roleplaying Shava (SHAH-va)

Shava is not anyone's idea of a Harper agent, and she loves to use that fact to her advantage. Her height, her strength, and the fact that she's a half-orc causes others to underestimate her keen intellect. She has used her talents to infiltrate criminal organizations on behalf of the Harpers all along the Sword Coast, and her loyalty to the Harpers is matched only by her love of the sea.

Voice: Deep and harsh

Quote: *"I have spent ten years undercover among criminals to get to where I am now. Please don't blow my cover by doing something stupid."*

Into the Sewers

The last crate drops through the open sewer grate just as another whistle pierces the night: a second patrol has arrived. Shava waves her hand and a thick cloud of fog engulfs the guardsmen, sowing alarm and confusion among their ranks. "Come on, let's get out of here!" she says, and starts climbing down the sewer opening. You and the remaining dockworkers all follow her down.

For the next half hour, your group of adventurers and criminals wander through a labyrinth of sewer tunnels that are as confusing as they are filthy. Luckily, Shava and the others seem to know the way through this maze. At first you hear sounds of pursuit from the City Watch, but those fade away quickly enough; it seems the guards are not eager to go too deeply into the sewers. Over time, members of your group, including all the ones carting boxes, branch off in different directions down different tunnels, until the only ones left with you are Shava, three heavily-armed thugs, and a well-dressed tiefling leading them.

Eventually, the group stops at a three-way intersection, and the tiefling starts examining the wall. Shava takes that moment to come over and whisper, "That's Robier," she points to the tiefling. "He's a lieutenant of the Xanathar Guild, one of the ones they call Hand of the Eye. He seemed impressed with your performance topside. If he comes over, remember that we're all undercover now, so play along with what I say and don't do anything stupid."

Just as she says that, Robier presses one of the bricks on the wall, and a part of the wall turns transparent. "Aha! It always takes a while to find the right brick," he says, and then turns to look at your group. "That was quite the show up there. I'm impressed! I haven't had a chance to introduce myself yet. I'm Robier, of the Xanathar Guild. And you must be..."

"My field team," Shava interrupts. "They've helped me with several of my missions in the past."

"Ah, yes. They're the ones you've spoken so much about. I can see why you're so proud of this team. I know you were hoping I would select your team for the extraction mission, but alas, I've already chosen the Gargoyle Gang."

Shava looks startled. "But sir! My team is more than able-"

"I'm sure they are. But the Gargoyle Gang has done this type of mission before, and this is not the sort of mission that I want to entrust to… untested agents. But don't you worry your pretty little head. I'll have something for you and your team soon, I promise. That will be all for now. Lead your team back to the surface. I'll go report to the boss." Robier grimaces at the thought as he heads toward the transparent wall. Shava starts leading you away in the other direction.

Roleplaying Robier (row-be-AIR)

Robier is cunning, capable, and calculating. He doesn't enjoy being a flunky to the Xanathar's often ridiculous whims, but he sees his position in the Xanathar Guild as his best pathway to wealth and fortune. As a Hand of the Eye (the Xanathar Guild's highest rank below the Xanathar himself), Robier has worked diligently to accumulate power and control in himself in the hopes of one day either removing the Xanathar and becoming the true leader of the guild, or absconding with embezzled funds to live in luxury in some faraway land.

Voice: Controlled, analytical, charismatic

Quote: *"Do what I say, get the job done, and I'll make your dreams come true. Disobey me or screw up, and I'll leave you begging for death. Do we have an understanding?"*

Shava guides the characters back to the surface. As they walk, she explains their mission:

- The Harpers have a few agents, like Shava, spying in the Xanathar Guild now, but unfortunately, the Xanathar itself is very secretive. It keeps its lairs well-guarded against divination magic, and it often doesn't even share its evil plans with its most trusted lieutenants. The Xanathar likes to keep its organization segmented so that each part only knows a fraction of its intentions. The Harpers have decided to infiltrate the Xanathar Guild with an agent that can listen to the Xanathar's innermost plans and spy on it for a long time to come.
- The Xanathar keeps a goldfish named Sylgar. By all accounts, the Xanathar is obsessed with this goldfish, often talking to the goldfish when it thinks nobody is listening. Goldfish don't have very long lifespans, but every couple of years, the Xanathar's underlings undergo an extraction mission to replace Sylgar with a younger goldfish without the Xanathar's knowledge so that the Xanathar doesn't become enraged at Sylgar's death. The current Sylgar is over nine years old, so the Guild is getting alarmed, and Robier is planning an extraction mission in a few days. This is the perfect time for such a mission as the Xanathar is currently attending to guild business in its sanctum here in the sewers instead of staying at its lair down in Skullport.

- This is a unique opportunity for the Harpers to infiltrate the Xanathar Guild at the highest level. If they can replace Sylgar with an agent of the Harpers, that would give them the ability to disrupt the Xanathar's plans before they're even implemented.
- Shava was hoping that Robier would select her team for the extraction mission, but she planned for the alternative as well. She has gathered plenty of information on guild associates and she already has solid leads on the Gargoyle Gang, the team that Robier selected instead of her own. If they can make sure the Gargoyle Gang is unable to take part in the mission, Robier will be forced to turn to Shava's team instead.
- Shava hands the characters all of the information she has gathered on the Gargoyle Gang. Pass out **Player Handout 1: Gargoyle Gang Members**.
- Shava tells the characters that she only has barebones information on the gang members, but they can likely find out more on the streets and in the libraries of Waterdeep. They must research each member of the squad, approach them, and make sure they can't take part in the extraction mission. The characters should use whatever means necessary, but they should also be wary not to get on the wrong side of the law unless there's no other choice.
- Once the Gargoyle Gang has been dealt with, the characters should wait for Shava at the Yawning Portal tavern in the Castle Ward.
- Shava hands the characters a purse of gold as reward for distracting the guards (see **Treasure** section below). She promises a lot more gold to come if they continue to assist her in this mission.

Shava answers any additional questions the characters might have. Once they're ready, she and they part ways in the streets of Waterdeep. The characters can take a long rest before starting **Part 2. The Gargoyle Gang**.

Treasure

Shava pays the characters 150 gp for dealing with the guards, minus 25 gp for each person that the characters killed. She did warn them not to kill anybody.



Part 2. The Gargoyle Gang

Estimated Duration: 90 minutes

Gargoyles Assemble

The characters have received a list of the current members of the Gargoyle Gang – the team that has been chosen to infiltrate the Xanathar's lair and swap Sylgar for a fresh goldfish. The characters must convince or force the individual members of the Gargoyle Gang to quit their mission. The characters know the names and locations of each member of the gang, as shown on **Player Handout 1: Gargoyle Gang Members**. All those locations are also marked on **Map – Waterdeep.** The characters are encouraged to research their targets ahead of time to get more information on them and learn the best methods of approach.

Have each player choose a single member of the Gargoyle Gang for their character to research. Allow the player to describe how their character does the research. For example, they can gather rumors in the city taverns, or they can look up criminal records at a library. That character makes an ability check using an appropriate skill (such as Charisma (Persuasion) if they're gathering rumors or Intelligence (History) if they're looking up records). If the character has relevant connections or a relevant background feature to their method of research (such as the Sage background for the one looking in libraries), they have advantage on the check. Based on the result of the check, that character can gain extra information on their chosen target.

There are three pieces of information for each Gargoyle Gang member, and each piece of information provides a potential route for the characters to pursue. Basic information on each gang member are listed in Shava's notes (found in **Player Handout 1: Gargoyle Gang Members**), but there are two extra pieces of information available for each member. If a character rolls 11 or higher on their research check, they earn the first piece of extra information, and if they roll 16 or higher, they also earn the second piece of extra information. The extra pieces of information are listed on **Player Handout 2: Gargoyle Gang Extra Information**, so make sure to cut them out ahead of time and hand them to the players when earned.

Roleplay out each scene using the information below, spending only a short amount of time at each location (unless fun dictates otherwise) and calling for ability checks as needed. The characters can approach the Gargoyle Gang members however they want using the information they have. The "Possible Developments" line below each piece of information gives some ideas of how to resolve these situations if the characters implement a plan based on that information. Some of these locations are in public, where violent solutions are likely to draw the attention of the City Watch.

When Can They Rest?

Most of the Gargoyle Gang members can be dissuaded through nonviolent means, so resting is often not necessary. If they do want to rest, the characters have ample time to short rest after each location if they'd like, but they won't have time to long rest until they've dealt with all five Gargoyle Gang members. For weaker parties, you can relax this restriction if necessary, perhaps allowing up to one long rest during this part.

Troubleshooting

This section is very open-ended for both players and DM, which can be overwhelming for those not used to this style of play.

As the DM, if you're not sure what to do, just briefly describe the location in general terms, then let the plans of the players guide you. Use the Possible Developments to help figure out what can happen. Based on the players' plans, narrate what happens, call for an ability check when something they do has a significant chance of failure, and stick to two to four checks per scenario to keep things brief. If the party suffers a setback, give them a chance to recover and keep going, or switch to another plan. If a scenario devolves into combat, there are stats for each of the NPCs in the back. If things go really badly or the City Watch gets involved, give the characters a chance to get away.

If the players are struggling to come up with plans or ideas, you can use the Possible Developments to suggest some ideas based on what information they know. You can even call for Wisdom (Insight) or Intelligence (Investigation) checks to provide hints from the point of view of the player characters. On the other hand, if the players have too many ideas and are not sure which plan to implement, call for a vote on the various plans and go with the one that's most popular.

Wit

Description: Female tiefling, age 26
Job: Con artist
Location: Wit has visited the villa of Lord Randal Amcathra numerous times in the last tenday. It's in the North Ward between Hassantyr's Street and Tarnath Street.
Traits: Proud, clever, boisterous
Situation: Lord Randal's villa is massive, and Wit is usually wandering the rooms pronouncing poetic praise upon the Amcathra family. Characters who are at least moderately well-dressed can enter the villa if they ask to see her, while those with noble backgrounds are more than welcome inside.

Basic Information

"Wit is a keen and consummate liar, except when she's drunk. She has a weakness for alcohol, especially the rare Undermountain Alurlyath wine. When she's drunk, she's willing to say almost anything. Perhaps we can exploit that..."

Possible Developments

It doesn't take much to convince Wit to take an offer of alcohol, especially if it's Undermountain Alurlyath. After a few glasses, she becomes inebriated enough that characters can easily convince her to do something incriminating, such as stealing something in a clumsy manner or talking about her intent to rob Lord Randal in front of house staff. Once that happens, Lord Randal demands her arrest and she won't be available for the extraction mission.

Extra Information #1 (11 or higher)

"Wit is trying to convince Lord Randal Amcathra to hire her on retainer as a family poet. If one were to challenge her to a battle of wits at the villa (such as a battle of poetry, insults, or haiku), she would have no choice but to accept or else lose credibility as a poet and wordsmith."

Possible Developments

A character can challenge Wit to a poetry battle or an insult battle to get her to quit the extraction mission, with Lord Randal as the judge. Resolve this using either a contested Charisma check using an appropriate skill or a real-life contest of insults, poems, or haikus. If Wit loses, she quits the extraction mission as promised. If Wit wins, Lord Randal is so impressed that he finally decides to hire Wit as a poet full time, causing her to reconsider her priorities and decide to quit the Gargoyle Gang for this new venture.

Extra Information #2 (16 or higher)

"Wit is trying to con her way into Lord Randal's good graces in the hopes of stealing access to the family vault. Lord Randal has a lot of pull with the City Watch and he can make her life very miserable if he learns of her criminal plans."

Possible Developments

The characters can approach Lord Randal with their suspicions, but he has grown fond of Wit. It will take some convincing, or some hard evidence, in order to get him to believe their claims. They can find evidence by searching her past criminal endeavors or by planting stolen items onto her. If they convince Lord Randal, he immediately orders the City Watch to arrest her.

Rinn

Description: Female half-elf, age 17
Job: Pickpocket
Location: She has been seen visiting the Diamond Dozen, a high-class jewelry store in Virgin's Square in the Trades Ward. We suspect she will be there again tomorrow at noon.
Traits: Young, cynical, manipulative
Situation: The Diamond Dozen is in a busy plaza in the Trades Ward. The City Watch is always close at hand, and the store keeps a security guard as well. Rinn is dressed as an upper-class young lady and spends her time wandering through the large store looking at the wares.

Basic Information

"Rinn may appear to be a young and sweet little half-elf girl, but don't be fooled. She can be very manipulative when it suits her. Rinn grew up at the Our Lady of High Charisma orphanage, and she seems to care deeply for the orphans there. She regularly visits and donates a portion of her ill-gotten proceeds to the orphanage. We might be able to use that against her."

Possible Developments

The characters can potentially influence Rinn by threatening the orphans, donating to the orphanage, or guilting her into becoming a better role model for the kids by giving up her life of thievery.

Extra Information #1 (11 or higher)

"Rinn's mother was a human who died while she was a child, and she never knew her elven father. Rinn is always on the lookout for signs of her father, and she longs to learn of her elven heritage and why her father left them behind."

Possible Developments

Characters can manipulate Rinn by pretending to be her long-lost father, feigning knowledge of him, or offering their elven connections to help her find him. She is initially very angry and suspicious toward her supposed father, but her longing for family overwhelms her and she can be convinced to do what he says or leave the city to follow his trail.

Extra Information #2 (16 or higher)

"Rinn has visited the same jewelry shop repeatedly in the last tenday. She pretends to be a young bride looking for the right jewelry for her wedding, but in truth she is casing the joint for a future robbery attempt."

Possible Developments

The characters can report their suspicions to the store owner or the City Watch, but that's unlikely to result in much unless they have convincing evidence (real or forged). They can try to frame Rinn by stealing jewelry and blaming her, or by planting stolen goods on her person. If Rinn is chased off, she will skip town to lie low for a few months, leaving her unavailable for the extraction mission.

Pog Fiddlesten

Pronunciation: FID-dul-sten
Description: Male rock gnome, age 108
Job: Mastermind
Location: Pog stays in one of the back rooms of the Breaking Inn on Coach Street in the Southern Ward.
Traits: Intelligent, curious, shy
Situation: Pog stays in one of the private back rooms of the Breaking Inn, which has easy access to a back entrance. The inn doesn't have many other patrons at this time of year. Pog shares the room with his boyfriend: a halfling named **Nevil Hogcollar**.

Basic Information

"Pog is known to be a very clever but very timid gnome with some minor knowledge of the arcane arts. Given his disposition, it might be possible to intimidate him into submission."

Possible Developments

If the characters try to threaten Pog, Nevil gets defensive and tries to protect him, using force if necessary, though he backs down if he gets wounded or if a character is particularly intimidating. Once that happens, Pog is quick to relent as well and promises to quit the extraction mission.

Extra Information #1 (11 or higher)

"Pog is an artist who specializes in painting unique and exotic monsters. He has always dreamed of painting an amazing monster like a beholder which he can use to kickstart a professional career in art, perhaps one days even illustrating one of Volo's guides on monsters. It's possible he might be satisfied painting another strange beast or race instead of the Xanathar if such a creature can be provided or fabricated."

Possible Developments

The characters can entice Pog with rumors of a strange and even more exotic beast outside the city, luring him away from the extraction mission. Alternatively, if one of the characters belongs to an exotic race (like aasimar or triton) or they can disguise themselves as one, they can convince Pog to quit the extraction mission in exchange for allowing him to paint them for a few hours.

Extra Information #2 (16 or higher)

"Pog is deathly afraid of goldfish due to a traumatic incident from his childhood."

Possible Developments

The characters can convince Pog to abandon the extraction mission if they play into his ichthyophobia, such as by bringing a live goldfish, or by convincing him that he would have to handle the goldfish during their mission.

Sloth

Description: Male bugbear, age 42
Job: Burglar
Location: Sloth's gambling den is the third house on the south side of Two Flask Alley in the Dock Ward.
Traits: Lazy, friendly, greedy
Situation: Sloth is playing cards in the single-room den with his four friends: two **orcs** and two **goblins**. The front door is unlocked and the big table that they're playing on dominates the room.

Basic Information

"Sloth is a lazy and greedy criminal who spends most nights gambling at a private gambling den with his friends. They reside in a rough part of the Dock Ward where the City Watch never patrols, and where sounds of violence are usually ignored."

Possible Developments

If the characters choose a violent solution, Sloth's gambling buddies eagerly jump to his defense, while Sloth literally flips the table on his assailants. The gamblers combined have 56 gp. If the characters defeat Sloth but spare his life, he is more than willing to quit the extraction mission or leave the city.

Extra Information #1 (11 or higher)

"True to his name, Sloth is as lazy as he is greedy. It takes some money to bribe him into action, but it takes a lot less money to bribe him into inaction or to look the other way."

Possible Developments

Sloth is not offended if the characters just straight up offer to bribe him to leave the extraction mission. He is happy to negotiate in front of his friends. An offer of 50 gp is enough to convince him, but the characters can use arguments or social ability checks to lower the price. If the characters don't have enough to pay, Sloth offers a gambling match instead (as described in **Extra Information #2**).

Extra Information #2 (16 or higher)

"Sloth is a habitual gambler, willing to wager on anything and for anything. Anyone is invited to join his gambling nights, and one can get almost anything out of him with the right wager."

Possible Developments

Sloth is very happy to allow newcomers to join his gambling den. He is willing to wager leaving the extraction mission against 30 gp from any of the characters, to be resolved using dice, playing cards, or Three-Dragon Ante. You can have each participant make an appropriate ability check using the chosen tool, or actually play out a short game of chance using dice or cards. Sloth is also willing to accept an alternate method of resolution that he considers sufficiently fair or random, such as a wrestling match, a one-on-one fight, or a horse race. If a character loses, another character can try their luck. If someone loses but doesn't pay up, or if someone is caught cheating, Sloth and his friends become aggressive.

Saphara Delmirev

Pronunciation: (sa-FAR-ah del-MERE-ev)
Description: Female red dragonborn, age 36
Job: Muscle
Location: The area she always visits is the graveyard on the southernmost hill in the City of the Dead. We expect her to come again tomorrow night at midnight. If you're going into the City of the Dead at night, be careful not to get caught by the guard patrols.
Traits: Stubborn, tough, honorable (in a way)
Situation: Saphara's brother is interred in an isolated part of the City of the Dead that is dedicated to heroes of the City Watch. If she's not interrupted, she comes to his gravesite, kneels quietly for a while, lays down a flower, then leaves.

Basic Information

"By all accounts, Saphara is a stubborn and tough fighter who has her own code of honor. From past records, we know that she sneaks into an isolated part of the City of the Dead at midnight on the same night each year, for unknown reasons. Any quarrel there will likely go unnoticed by the City Watch."

Possible Developments

Saphara herself is a brave and stubborn combatant, and she fights to the death. Guards won't show up to the battle unless it's exceptionally loud. If the characters defeat her but don't kill her, it is possible to intimidate her into quitting the extraction mission.

Extra Information #1 (11 or higher)

"The City of the Dead is heavily patrolled, and graverobbing is highly illegal in Waterdeep. The City Watch would be interested in stopping Saphara's activities if they think she has come to rob graves."

Possible Developments

If the characters report Saphara for graverobbing to the City Watch, they want to know how the characters got that information, but they don't need much convincing to set up an ambush at the grave site. When they try to arrest her, Saphara will resist arrest and be fatally struck down by the guards.

Extra Information #2 (16 or higher)

"Saphara's half-brother Rhogar died fighting criminals as a member of Waterdeep's City Watch. She visits his gravesite every year on the same night, and she feels a great sense of guilt over his death."

Possible Developments

The characters can approach Saphara and use Rhogar's name to guilt her into leaving behind her criminal life. Alternatively, they can use magic or disguises to pretend to be Rhogar's ghost and change her outlook that way, though if she sees through the ruse, there is no end to her anger and hatred toward the deceivers.

Mission Fish Possible

If the characters manage to get at least three Gargoyle Gang members to quit their extraction mission, they are successful, and they can go to the Yawning Portal to wait for Shava. The Yawning Portal is a famous tavern and inn in the Castle Ward which is popular with adventurers. Shava has already reserved a room for the characters there, and they can take a long rest.

Robier soon learns that the Gargoyle Gang is suffering some severe personnel shortages and won't be available. He starts panicking at the news. Shava helpfully steps in and offers her field team for the mission, which Robier gratefully accepts.

The next morning, Shava arrives at the Yawning Portal, dressed in sailor clothes as before, but now also wearing an odd backpack. She glances around the busy common room, looks at your group, and then gestures toward a private room on the second-floor balcony.

Once all of you are gathered in the private room, she smiles and says, "Good job dealing with the Gargoyle Gang. Robier was in a total panic when he heard about their withdrawal. I had no trouble suggesting your team as the replacement. Here's your reward." Shava pulls out a small bag and hands it to you. She then takes off her backpack and gently places it upon the table. She peels back the flap of the backpack, revealing a glass fishbowl built into the top of the pack.

Swimming in the fishbowl is a single goldfish. The goldfish starts talking. "Greetings! I am Fin. It's so good to meet all of you at last. Forgive me if I do not offer a hand to shake." He waves his little fins.

The fishbowl is temporarily enchanted with abjuration magic to prevent it from being broken. The enchantment wears off after 48 hours.

Treasure

In the bag that Shava handed over to the characters, there is a *potion of hill giant strength*, as well as a few *potions of healing*, one for each member of the Gargoyle Gang that they successfully dealt with (up to five *potions of healing* total).



Roleplaying Fin

Fin was awakened by a civilized druid of noble birth, so he acts and talks like a fish of very good breeding. He is always cultured, polite, and dignified, even under extreme stress. He has a taste for the finer things in life, and he only agreed to be part of this job due to assurances that the Xanathar treats his goldfish with the utmost pampering. The druid also expanded Fin's lifespan, so he can spy for a long time to come.

Voice: Noble, refined, dignified

Quote: *"Be a good chap and fetch me some more fish food, will you? And not the discounted brand; it doesn't suit my refined palate."*

Shava and Fin convey the following information:

- Now comes the most difficult stage of the plan. The characters must infiltrate the inner sanctum of the Xanathar's secondary lair, and swap Fin for the Xanathar's goldfish Sylgar.
- Fin is an awakened goldfish, and he has served the Harpers as an agent for some time now. The beholder's central eye nullifies magic, so they can't rely upon shapeshifting or polymorphing to fool the Xanathar, but Fin should have no problems there.
- The Xanathar's sanctum is said to be filled with strange guardians and wicked traps. The Harpers have never managed to sneak in there. The characters must keep their wits about them if they are to survive the experience.
- The characters will be sneaking in while the Xanathar is asleep. Once they get into the inner sanctum where the Xanathar is sleeping, they must try to remain as stealthy as possible to avoid waking it up. Under no circumstances are they to engage the Xanathar in combat or alert it to Fin's existence.
- One of the characters will need to carry Fin's bowl. Luckily, the backpack is built to keep the fishbowl from breaking or spilling under all but the most extreme circumstances.
- After the mission, the characters should rendezvous with Shava at the Yawning Portal.

When the characters are ready, they can put on the backpack with Fin's bowl and head out with Shava.

Part 3. The Xanathar's Sanctum

Estimated Duration: 85 minutes

Maximum E-fish-iency

Shava leads you back into the sewers, all the way to where you split off from Robier a few days ago. Shava steps up to the wall and presses upon a smooth brick. She gets it right on her first try, and the wall turns transparent, revealing a large chamber filled with tables, benches, and branching passages, with a half-dozen guild members lounging about. A pair of guards peer out from the other side, but they relax when they see Shava. She leads you through the wall, into the chamber, and down a side passage, until you come face to face with Robier.

"Ah, Shava, your team is here. I was getting a little worried. Did you bring the fish?"

Shava opens the backpack and shows off Fin in the fishbowl.

"Excellent. The Xanathar just started sleeping an hour ago, so there should be plenty of time for your team to get in and get out. Speaking of your team, you should really have a team name. Makes it easier to refer to you. Owlbear Outfit? Cloaker Company? Something catchy like that. Oh well, you can figure it out if you survive the mission. Don't worry, our extraction missions have a 56% survival rate, so you'll probably be fine. Remember to watch out for the beholderbots!"

On that confident note, Robier opens a big set of stone doors leading to a foggy chamber and ushers you in one by one. Shava gives you a reassuring wave as you enter.

The Xanathar very rarely invites guests into any of its numerous lairs, but the Xanathar will occasionally take a slave or two inside. When it does, it wants to overwhelm those slaves with a display of wealth and magnificence. The Xanathar's sanctum here is decorated extensively with frescos, marble statues, and long flowing carpets, all bearing images of the Xanathar. The hideout is also filled with riddles, traps, and guardians, fitting the Xanathar's paranoid nature.

See **Map – The Xanathar's Sanctum** for a layout of this area.

Special Feature – Eye Rays

Certain traps can fire the following eye rays. When triggered, apply one of the following effects to the triggering creature, chosen randomly:

1. *Wild Magic Ray.* The target triggers a wild magic surge (roll on the wild magic table found on p.104 of the *Player's Handbook).*
2. *Impotent Ray.* The target feels a slight tingling sensation as if their skin is flaking off, but otherwise nothing happens.
3. *Slowing Ray.* The target must make a DC 12 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Sleep Ray.* The target must succeed on a DC 12 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature uses an action to wake it. This ray has no effect on constructs and undead.
5. *Charm Ray.* The target must succeed a DC 12 Wisdom saving throw or be charmed by the Xanathar for 1 round. While charmed in this way, it must spend its actions either dropping treasure as an offering to the Xanathar, or falling prone uttering praises to the Xanathar.
6. *Gravity Ray.* The target must succeed a DC 12 Strength saving throw or be hurled 20 ft. into the air and then fall back down onto the ground, taking 7 (2d6) bludgeoning damage.
7. *Paralyzing Ray.* The target has to make a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
8. *Lesser Disintegration Ray.* The target must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) force damage. If this damage reduces the target to 0 hit points, all the nonmagical equipment the target is wearing or carrying, except for coins and gems, turns to dust.
9. *Not Quite Death Ray.* The target must succeed a DC 12 Dexterity saving throw or take 9 (2d8) necrotic damage. If this damage reduces the target to 0 hit points, that creature dies instantly. At the start of that creature's next turn, it comes back to life with 1 hit point.
10. Roll twice on the table, ignoring additional 10s.

A. Bathing Chamber

A thick fog of humid air blows past your face as you're ushered through the doors. Once your eyes adjust to the surroundings, you see an open bathhouse complete with a large main pool and several smaller thermal spas. In the center of the main pool, you see a beholder grinning at you as it floats just above the pool. It takes a moment for you to realize that it's just a statue, albeit a floating one.

The walls of the chamber display a mural of a similar spa, with duergar, drow, humans, half-orcs and svirfneblin resting leisurely in various pools and hot baths. Also in the mural is a clothed svirfneblin standing outside the pool and getting blasted by a beholder's disintegration ray. On the western end of the room is a closed marble door atop a short set of stairs, with a sign next to it that reads "Parlor."

As you take stock of your surroundings, the massive doors slam shut behind you, revealing a giant image of the Xanathar carved on the back of the doors, all ten eyestalks pointed at you.

The characters have arrived at the Xanathar's spa and bathing room. The Xanathar prefers that any visitors clean themselves of worldly filth before entering his palace - filthy humanoids disgust it. Failure to take a bath before heading to the next room triggers the trap (see **Ward of Cleanliness** below).

Ward of Cleanliness

Simple trap (levels 1-4, moderate threat)

The door to the exit is protected by a permanent magical glyph. Each time a humanoid who hasn't bathed in the last 30 minutes comes near the door to the west, the floating Beholder statue shouts "Unclean!" and fires a random eye ray at that creature, and then the glyph teleports that creature back to main entrance of the chamber (see the **Special Feature – Eye Rays** sidebar above).

Countermeasures. The glyph is hidden, but it can be spotted with a DC 13 Intelligence (Investigation) check. The trap does not trigger on anyone who has taken a bath in the last 30 minutes, nor does it trigger on creatures who are coming into the bathing chamber from the parlor. *Dispel magic* on the glyph disarms the trap entirely. Covering the eyes of the stone beholder statue prevents it from firing more eye rays.

B. The Parlor

Saloon music greets you as you open the doors. Scattered across the room are several pillows, sofas, and ottomans, with a chandelier hanging over floor. On the west side of the room is a fully stocked bar with wines and spirits imported everywhere from Barovia to Mulhorond. Tall empty glasses, with built-in swirly straws, stock the shelves above. Sitting at the bar and lounging on the pillows are several small stone orbs, each sculpted with the features of a miniature beholder. One of them is telekinetically polishing a glass with a wet rag, while two more appear to be playing cards.

Suddenly, you hear a scratching noise and the music stops. The bartender's glass drops to the ground and shatters. All the stone beholders stop their activities and turn to stare at you. "INTRUDERS! DISINTEGRATE!" they scream in unison.

The three **beholderbots** attack immediately upon seeing the characters.

Adjusting This Encounter

- **Very Weak:** Each **beholderbot** can only fire a single eye ray as an action, and the Shock Ray only deals 7 (2d6) lightning damage.
- **Weak:** The **beholderbot's** Shock Ray only deals 7 (2d6) lightning damage.
- **Strong:** Add a **beholderbot**.
- **Very Strong:** Add two **beholderbots**.

☠ **For Extra Challenge:** The **beholderbots** emit a siren noise that activates the stone beholder trap in the bathing chamber. Once the per round on initiative count 20 (losing ties), the beholder statue fires one of its eye rays at a random humanoid who doesn't have total cover from it. This trap deactivates once all the **beholderbots** are defeated.

Treasure

Behind the counter is a mechanical metal box that plays saloon music when cranked. It makes a loud scratching noise whenever the music is stopped prematurely, and it can be sold for 400 gp. The bottles of alcohol behind the wall can be gathered and sold for a total of 100 gp.

At the other end of the room is a large door carved to resemble a beholder's gaping maw. The top of the door bears a sign that reads "Dance Hall," and inscribed upon the door is a riddle (which can be found on and cut out from **Player Handout 3: Sanctum Riddles**):

> "I am perfect in shape and size,
> I rise each morn upon the skies,
> A vision in heavens beyond,
> Yet children cry if I fall in the pond.
> What am I?"

The door opens if anyone within 10 feet of it says the word "Ball" or the word "Sphere" in any language. Otherwise the doors are locked and can be opened with a DC 15 Dexterity check using thieves' tools. Each time a character attempts to unlock the door using thieves' tools, a mechanical eyestalk pokes out of the ceiling and shoots a random eye ray at that character (see the **Special Feature - Eye Rays** sidebar above).



C. Dance Hall

Funky beats fill the area as a cacophony of colors coalesce from a hanging magical ball of swirling, prismatic light. In front of you are rows and rows of painted squares on the floor that alternate in a pattern between six different colors.

Painted over the far wall is a mural of the Xanathar swimming through several piles of gold. To the left and right are various murals of gnomes being attacked by eye rays.

The left mural features two gnomes. One gnome, enveloped in red, kneels down and offers praise to the Xanathar. The second gnome is engulfed in orange and grasps at her throat while hovering in midair.

The right-hand mural features three gnomes being hit by eye rays. The first gnome is being disintegrated by a green ray. The second gnome is frozen in place by a blue ray. And the third gnome is lying down in violet light, with two X's in her eyes.

Floating over the dance floor are several grey beholder orbs that bob up and down to the beat of the music. They turn to look at you with hostility.

There are three **beholderbots** hovering in the room, and they attack immediately upon seeing the adventurers.

Adjusting This Encounter

- **Very Weak:** Each **beholderbot** can only fire a single eye ray as an action, and the Shock Ray only deals 7 (2d6) lightning damage. Orange and green tiles are jammed and have no effect when triggered.
- **Weak:** The **beholderbot's** Shock Ray only deals 7 (2d6) lightning damage. Orange and green tiles are jammed and have no effect when triggered.
- **Strong:** Add a **beholderbot**.
- **Very Strong:** Add two **beholderbots**.

☠ **For Extra Challenge:** The Dance Floor Fever trap can activate more than once per turn.

Tactics

The **beholderbots** try to stay near the back of the room, and they primarily aim for characters that are not on the dance floor. They can use their telekinetic rays to force opponents to activate the Dance Floor Fever trap. The **beholderbots** hover 5 feet above the ground to avoid triggering the floor tiles themselves.

Dance Floor Fever

Simple trap (levels 1-4, dangerous threat)

The first time each turn that a creature steps onto a non-yellow floor tile, an eye-ray shoots up from that floor tile at that creature. The effects of the different colors are as follows:

Red: *Charm Ray.* The target must succeed a DC 12 Wisdom saving throw or be charmed by the Xanathar for 1 round. While charmed in this way, it must spend its actions either dropping treasure as an offering to the Xanathar or falling prone uttering praises to the Xanathar.

Orange: *Gravity Ray.* The target must succeed a DC 12 Strength saving throw or be hurled 20 ft. into the air and then fall back down onto the ground, taking 7 (2d6) bludgeoning damage.

Green: *Lesser Disintegration Ray.* The target must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) force damage. If this damage reduces the target to 0 hit points, all the nonmagical equipment the target is wearing or carrying, except for coins and gems, turns to dust.

Blue: *Paralyzing Ray.* The target must make a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Violet: *Not Quite Death Ray.* The target must succeed a DC 12 Dexterity saving throw or take 9 (2d8) necrotic damage. If this damage reduces the target to 0 hit points, that creature dies instantly. At the start of that creature's next turn, it comes back to life with 1 hit point.

Countermeasures. Yellow floor tiles are the only safe tiles, as gold and yellow look the same to the Xanathar, and gold is his favorite color (more colors might be safe for weaker parties; see **Adjusting This Encounter** above). As an action, a creature can use thieves' tools to attempt to disable an adjacent tile. It takes a DC 12 Dexterity check with thieves' tools to disable a tile, and a failed check causes the tile to shoot its eye ray at the creature.

At the far end of the room is a gold-painted door with a sign above it that says "Casino." Inscribed on the door is a riddle (which can be found on and cut out from **Player Handout 3: Sanctum Riddles**):

> "I take in all sights, but I can't see myself
> I am dullest in the mole, but keenest in the elf.
> I am a treasured tool you would keep close in bed,
> Just don't bring me out, or you'll hurt in the head.
> What am I?"

The door opens if anyone within 10 feet of it says the word "Eye" or the word "Eyeball" in any language. Otherwise the doors are locked and can be opened with a DC 15 Dexterity check using thieves' tools. Each time a character attempts to unlock the door using thieves' tools, a mechanical eyestalk pokes out of the ceiling and shoots a random eye ray at that character (see the **Special Feature – Eye Rays** sidebar above).

Treasure

A *Disco Ball* (see **Magic Item Handout: Disco Ball** for details) hangs 15 feet off the ground in the center of the room by a string. It can easily be cut down and retrieved.

D. Casino

The sounds of flowing coins, energetic chips, and beeping automatons fill the air as you enter a room filled with gambling tables, gnomish slot machines, and even a few roulette tables. At the opposite side of the room, there is a massive slot machine with four reels at the front. To the right of the slot machine is a lever that operates the machine, as well as a set of four lights.

Currently, the symbols on the reels display, from left to right: Rust Monster, Nothic, Beholder, Illithid. Among the four lights, the bottom light glows green, the middle two glow blue, and the top light stays dim. Affixed to the base of the machine is a coin slot with a message that says "20 gp or 2 pp to play." Lying in front of the slot machine is the body of a dead human.

The various gnomish slot machines can be played by inserting 10 gp or 1 pp. If anyone plays, have them roll a d100. On a 90-99, the machine spits out 4 pp. On a 100 the machine spits out 50 pp. On any other result, the machine makes a sad noise and returns nothing. The characters can search the coin returns in these machines to find some platinum pieces (see **Treasure** section below).

The dead body in front of the giant slot machine is the remains of a Xanathar Guild member who was invited inside to see the Xanathar. Unfortunately, he ran out of money before he was able to solve the puzzle, and since they locked the door behind him, he died of thirst and starvation in this room. The body contains a journal with clues from his attempts at solving the slot machine. Most of the journal has been torn apart by his own teeth, but one page is still legible. Give out **Player Handout 4: Casino Journal**.

The giant slot machine's lever and reels remain fixed in place until 20 gp or equivalent are put into the coin

drop. When this happens, the lever unlocks, the four lights on the right go dim, and the first reel on the left starts to slowly rotate between **Beholder, Illithid, Nothic, Roper,** and **Rust Monster**.

Each time a character pulls the lever, the rotating reel locks in place, and the next reel to the right starts rotating. Once all four slots have locked into place, the lever locks up again (until more coins are dropped in) and some of the four lights on the right of the machine light up in color based on how close the reels are to the correct answers.

The lights glow based on the following rules: For each correct creature in the correct place, the bottom-most light(s) turn green. For each correct creature in an incorrect place, the next bottom-most light(s) turn blue. The remaining lights stay dim. (See **Player Handout 4: Casino Journal** for examples of how this works.)

The correct answers in the correct order are as follows: **Beholder, Roper, Rust Monster, Illithid**. If the characters input the correct combination into the reels, the slot machine spits out some gold pieces (see **Treasure** section below) and the floor open up revealing a staircase leading down. The same happens if the characters input the Xanathar's secret password: **Beholder, Beholder, Beholder, Beholder**.

The giant slot machine itself has AC 15 and 50 hp. If the players are unable to figure out the puzzle and seem frustrated by it, let them know that it appears they can simply destroy the machine by attacking it. When the machine is destroyed, it explodes in a shower of fire and gold, dealing 11 (2d10) bludgeoning damage and 11 (2d10) fire damage to everything in the room. A successful DC 13 Dexterity saving throw halves the damage. Destroying the machine opens the passageway below, but it destroys all the gold that was inside the machine.

Treasure

If the characters search the coin returns in the various small slot machines, they can find a total of 10 pp. If the characters input the correct creatures in the correct order into the giant slot machine (or if they use the Xanathar's secret password), it spits out 200 gp.



Part 4. Cavern of Wonders

Estimated Duration: 25 minutes

Grand Theft Sylgar

Works of art, gemstones, and piles of gold litter this room. You can barely move into the room without stepping on coins or kicking aside valuables. In the center of the room is a huge table arrayed with a variety of interesting artifacts, likely magical in nature. An ornate glass bowl sits in the middle of the table, with a small goldfish swimming lazily inside.

On the far side the room, the Xanathar sleeps on a pile of pillows. Its large toothed maw makes loud snoring noises, and as you watch, a green beam shoots out of one of its eye stalks and disintegrates a small hole in the ceiling. The ceilings and walls on that side of the room are riddled with similar holes.

The Xanathar is sound asleep on his bed of pillows on the far side of the room. The Xanathar will occasionally emit a random eye ray while it sleeps and whenever a character makes too much noise (as described below).

The characters' first job is to replace Sylgar with Fin. They need to sneak their way to the central table to make the swap. Have everyone who moves forward make a DC 10 Dexterity (Stealth) check. Anyone that wants to pocket some treasure along the way can do so (see **Treasure** below), but they make their Dexterity (Stealth) check with disadvantage.

For each character that failed their Dexterity (Stealth) check, they have disturbed the Xanathar enough that it mutters in its sleep and fires a random eye ray at that character (see **The Xanathar's Sleeping Eye Rays** sidebar for details). All characters that were not pushed back to the entrance or paralyzed are able to successfully reach the table.

Treasure

Each character has a chance to pocket some treasure while they're sneaking up to the central table. Anyone who chooses to do so gains coins and treasure worth a total of 4d10 gp.

The Xanathar's Sleeping Eye Rays

Luckily, the Xanathar's eye rays are quite a bit weaker when it's asleep. When triggered, apply one of the following effects to the triggering creature, chosen randomly:

1. *Telekinetic Ray.* The target must succeed a DC 14 Strength saving throw or be hurled back to the entrance of the room, taking 7 (2d6) bludgeoning damage in the process.
2. *Paralyzing Ray.* The target must make a DC 14 Constitution saving throw or be paralyzed until the Xanathar wakes up.
3. *Lesser Disintegration Ray.* The target must succeed on a DC 14 Dexterity saving throw or take 14 (4d6) force damage. If this damage reduces the target to 0 hit points, all the nonmagical equipment the target is wearing or carrying, except for coins and gems, turns to dust.
4. *Not Quite Death Ray.* The target must succeed a DC 14 Dexterity saving throw or take 13 (3d8) necrotic damage. If this damage reduces the target to 0 hit points, that creature dies instantly. At the start of that creature's next turn, it comes back to life with 1 hit point.

Now one of the characters needs to make the swap. Have one character make a DC 11 Dexterity (Sleight of Hand) check to catch Sylgar and swap it out quietly. They have advantage on this check if they brought a net or fish food or some other tool that can assist in this task. If they succeed on the check, they successfully swap Sylgar and Fin without waking the Xanathar, releasing Fin into Sylgar's ornate bowl and putting Sylgar into the fishbowl backpack. Read:

Fin swims a few laps around his new fishbowl, and then pauses next to the miniature castle. You notice a large bulge start to appear near Fin's pharynx as the goldfish makes a dry heaving motion. With great effort, Fin spits out a sizable pebble from his mouth, and then starts whispering to the pebble. While he's whispering, he looks up and gives you a glare, as if asking, "Why are you still here?"

If the character failed their Dexterity (Sleight of Hand) check, they still succeeded in swapping Fin and Sylgar, but their clumsiness caused loud splashing which wakes the Xanathar up. In this case, skip the next section and proceed to **Part 5. The Xanathar Wakes**.

Heist Makes Waste

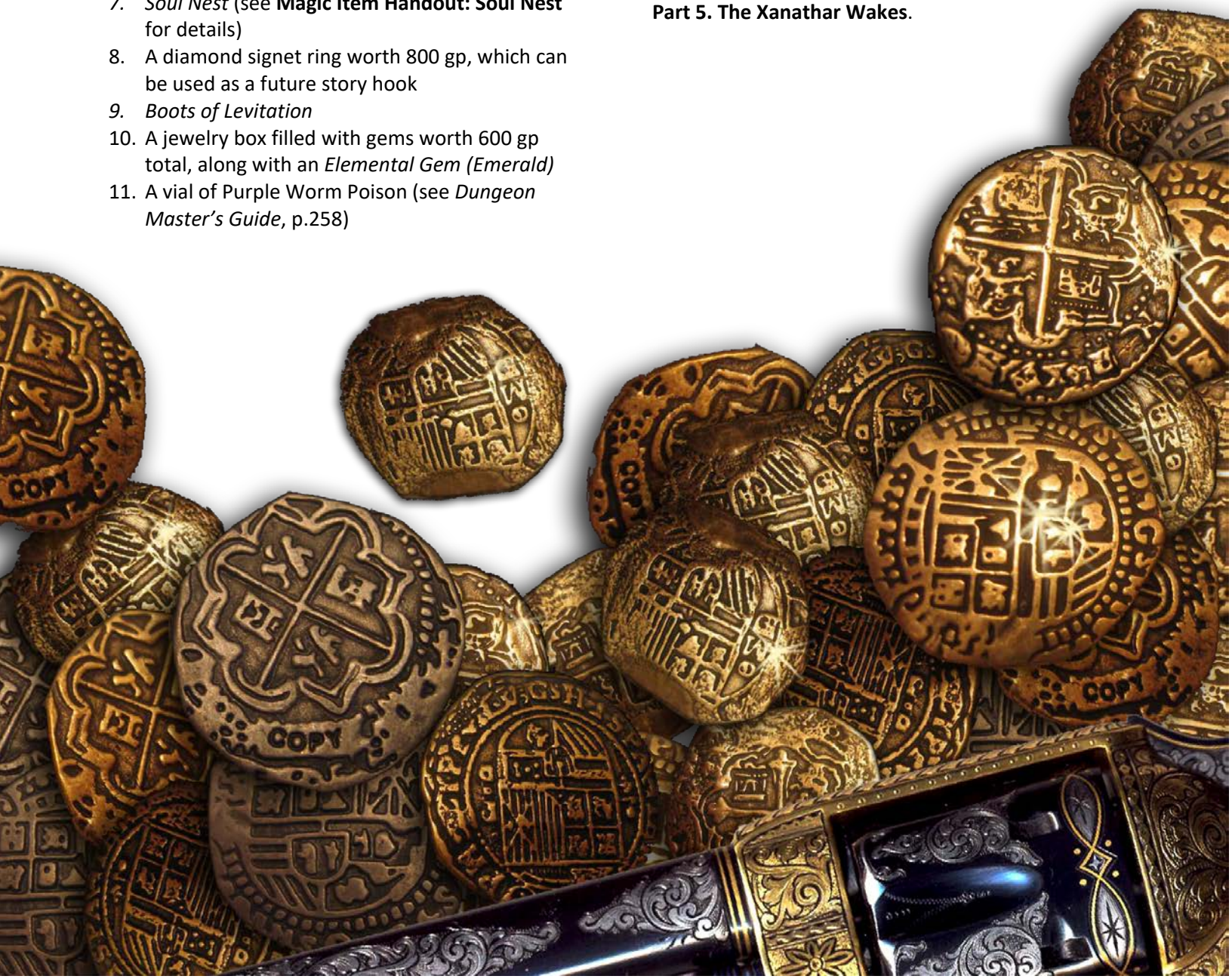
If the characters did not wake the Xanathar up, they now have the opportunity to steal magic items from the table. Give out **Player Handout 5: Wondrous Temptations** which lists the various items on the table. The characters know what the items look like, but not what they truly are. The items are as follows (in the same order as the descriptions on **Player Handout 5: Wondrous Temptations**):

1. *Figurine of Wondrous Power (Silver Raven)*
2. *Nolzur's Marvelous Pigments* (2 pots)
3. *Bag of Holding* (10% chance it's a *Bag of Devouring* instead)
4. *Decanter of Endless Water*
5. *Keoghtom's Ointment* (5 doses)
6. *Wizardry for Dummies - A Guide for Lesser Casters* (see **Magic Item Handout: Wizardry for Dummies** for details)
7. *Soul Nest* (see **Magic Item Handout: Soul Nest** for details)
8. A diamond signet ring worth 800 gp, which can be used as a future story hook
9. *Boots of Levitation*
10. A jewelry box filled with gems worth 600 gp total, along with an *Elemental Gem (Emerald)*
11. A vial of Purple Worm Poison (see *Dungeon Master's Guide*, p.258)

The characters at the central table have a chance to grab some of these items. If a character wants to steal an item, they need to choose the item they're trying to steal, and then make a Dexterity (Sleight of Hand) check to avoid waking the Xanathar while grabbing it. The DC is 13 for the first item stolen this way, and 17 for the second item stolen this way.

If a character fails a Dexterity (Sleight of Hand) check this way, they still manage to grab the item, but the Xanathar wakes up and the characters lose their chance at grabbing any more items. On the other hand, if the characters successfully steal two items and attempt to grab a third, the Xanathar automatically wakes up after they pick up that third item. In either case, proceed to **Part 5. The Xanathar Wakes**.

If the characters steal fewer than three items and they decide to leave before waking the Xanathar up, they get halfway to the entrance of the room before the Xanathar awakens. Due to their healthy caution, all of the characters gain inspiration. Proceed to **Part 5. The Xanathar Wakes**.



Part 5. The Xanathar Wakes

Estimated Duration: 50 minutes

Let Sleeping Beholders Lie

The characters woke the Xanathar up with their commotion, or maybe their greed got the better of them, or they've just decided to leave early and are nearly out the door. Regardless of the situation, the characters are about to find that their escape is not going to go according to plan.



Something feels different and out of place. It takes you a moment to realize that the Xanathar is no longer snoring, and you see to your horror that the beholder is waking up… and rising. The Xanathar slowly hovers into the air as all eleven eyes turn to give you hateful glares. "Intruders in my lair? How did you get past my ingenious traps? You shall all die for your insolence!" The Xanathar then closes his central eye, and the eyestalks start firing.

If characters are still at the central table attempting to steal items, the Xanathar immediately sweeps out with a telekinetic ray that shoves all of the remaining items off of the table and out of reach of the characters. Characters can no longer attempt to steal any of those items, and if they don't immediately turn and run, they will surely perish.

Fighting It Out

The Xanathar has an additional feature in this sanctum: the beholder has full control over its eye rays and can choose which ray to fire when it would otherwise select randomly. Make it clear to the players that the Xanathar is not a foe they can fight.

If, for some reason, the characters want to stick around and battle the Xanathar anyway, show off the Xanathar's powers but attempt to incapacitate rather than kill, using *sleep ray*, *paralysis ray*, and similar attacks until the characters get the message. If, at any point, the characters decide to run away, proceed to **Catch Me If You Can** as normal. If they continue fighting despite everything, start disintegrating and show no mercy.

Catch Me If You Can

The Xanathar has woken up, and the characters' only chance for survival is to escape. They must run back through the Xanathar's sanctum, passing all of the rooms that they traversed through before, while the Xanathar hunts them down with its eye rays.

This scene is a structured chase sequence. Unless the characters actually try to stand and fight (in which case refer to the sidebar **Fighting It Out** above), do not have the Xanathar take turns in initiative; instead, its influence is felt through the complications that arise on each character's turn. Throughout the chase, the Xanathar keeps its central eye closed so that its antimagic cone doesn't protect the characters from its eye rays.

The chase consists of four rounds of the characters running through each room of the Xanathar's sanctum: round 1 in the Casino, round 2 in the Dance Hall, round 3 in the Parlor, and round 4 in the Bathing Chamber. Have the characters roll initiative. On each character's turn, that character must **take an action**, then **check for complications**, and then **roll to keep pace.** Give out **Player Handout 6: Chase Mechanics** which explains to the players how the chase works and what they can do on their turns. Print out multiple copies to pass out if

possible, and make sure you have a copy of it to read yourself.

If a character tries to attack the Xanathar, refer to its monster stats for AC/saves/etc. and track how much damage they deal to it. Once the Xanathar has taken 20 damage from the characters (though see **Adjusting This Encounter** below), it spends 1 round grabbing a nearby potion and drinking it with a telekinetic ray, healing the Xanathar back to full health. During that round, ignore all complications that result from eye rays. Similarly, if the Xanathar ever becomes incapacitated or unable to chase for whatever reason, ignore eye ray complications for 1 round, after which point it recovers from the effect thanks to the magic of its sanctum.

Adjusting This Encounter

- **Very Weak or Weak:** The Xanathar drinks a potion after taking 15 damage. Eye ray complications are DC 14 instead of DC 16.
- **Strong or Very Strong:** The Xanathar drinks a potion after taking 25 damage.

☠ **For Extra Challenge:** Apply the **9 - 13** complication to every character in addition to their normal complication. If they roll **9 – 13,** they get no additional complications beyond that one this turn.

At the end of each character's turn, that character makes a roll to keep pace (a DC 10 Dexterity [Athletics] check). Remember that unconscious characters automatically fail Dexterity checks. If a character fails their roll to keep pace while they're already lagging behind, the Xanathar catches up to them and captures them. Describe the beholder using *Sleep Ray* or *Petrification Ray* to capture them. If a character is dying when they're captured, they are automatically stabilized. The consequences of capture will be apparent in the **Conclusion**.

If a character decides to stay behind and confront the Xanathar on their turn, don't roll complications on that turn. Instead, describe the character fighting valiantly as the Xanathar stops chasing for a brief moment and fires a barrage of eye rays at them. That character is automatically captured, but their sacrifice acts as a temporary inconvenience for the Xanathar. For 1 round, ignore all complications that result from eye rays.

If any of the characters survive and last through all four rounds, proceed to the next section **Eyes on the Prize**. If all of the characters are captured or killed, skip right to the **Conclusion**.

Roll	Complication
1	The Xanathar fires a **Lesser Disintegration Ray** at you. Make a DC 16 Dexterity saving throw or take 14 (4d6) force damage. If this damage reduces you to 0 hit points, all the nonmagical equipment you are wearing or carrying, except for coins and gems, turns to dust.
2	The Xanathar fires a **Semi-Death Ray** at you. Make a DC 16 Constitution saving throw. On a failed save, you drop to 1 hit point (if you were not already at 0).
3	The Xanathar fires a **Sleep Ray** at you. Make a DC 16 Wisdom saving throw. On a failed save, you fall unconscious until you take damage, or until an adjacent creature uses an action to wake you.
4	The Xanathar fires a **Telekinetic Ray** at you. Make a DC 16 Strength saving throw. On a failed save, you are pushed against a wall, taking 7 (2d6) bludgeoning damage and suffering disadvantage on your roll to keep pace this turn.
5 - 6	The Xanathar fires a **Charm Ray** at you. Make a DC 16 Wisdom saving throw. On a failed save, you become charmed by the Xanathar this turn, and must either stop and bow down at it (failing your roll to keep pace this turn) or throw treasure at it. The treasure must be a stolen item from its treasury or 25 gp if you don't have a stolen item.
7 - 8	A large obstacle like a statue, slot machine, or sofa blocks your way. You must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or else suffer disadvantage on your roll to keep pace this turn.
9 - 13	You suffer a hazard based on the room that you are currently in: **Casino:** A slot machine is spitting coins at you. Make a DC 10 Dexterity saving throw. On a failed save, you take 3 (1d6) bludgeoning damage. On a successful save, you catch 1d4 pp. **Dance Hall:** You activate a random floor tile from the Dance Hall. **Parlor:** A newly-spawned **beholderbot** tries to telekinetically fling a bottle of alcohol at you, making a ranged attack with a +5 modifier. On a hit, you take 5 (2d4) piercing damage and suffer disadvantage on your roll to keep pace this turn. **Bathing Chamber:** The wet floor makes the footing treacherous. Make a DC 10 Dexterity (Acrobatics) check. On a failure, you slip and start lagging behind. If you were already lagging behind, you instead have disadvantage on your roll to keep pace this turn.
14 - 17	No complication.
18 - 20	The Xanathar fires a **Fear Ray** at you, which only spurs you to move faster. You have advantage on your roll to keep pace this turn.

Eyes on the Prize

You arrive at the doubles doors that lead out to the Xanathar Guild hideout and to freedom. But before you can head out, the doors glow bright with arcane energy and a magical voice fills the air:

"If you seek to leave, puny things, you must answer this final riddle:

Fear and worship me for I am the greatest of the mighty rulers who tower over the ancient and the wise.

Kings and emperors, look upon my vast treasure and despair that you shall never see the day when your fortunes pile as vast or as high as my own.

Creatures of the Underdark, know that your great caverns, halls, and palaces pale in comparison to the grandness of even my smallest hideout.

Adventurers who seek to steal my gold, or who foolishly dare to try to take my life, know that my eyes are everywhere, and my agents will hunt you to the ends of Faerûn.

Now that you have listened to all of this, I should have made enough progress to catch up with you. I might even be floating right behind you now! But if you still wish to escape, then state my name with the awareness that you will never, ever, *ever* reach even a fraction of my eminence."

If the characters answer "Xanathar" without "The" in front, read:

The Xanathar floats behind you, growling in frustration. It yells, "No! You impudent fools! I'm not just Xanathar, I'm THE Xanathar." At those words, the doors swing open, allowing you to escape. The Xanathar screams in frustration upon seeing this, and shoots a barrage of rays in your direction, accidentally causing the ceiling between you and the Xanathar to collapse.

If the characters instead answer "The Xanathar," read:

The doors swing wide open, providing the means of escape. Behind you, the Xanathar floats and laughs. "Hahaha, maybe you mortals are not as foolish as I thought you were. You obviously realize my own greatness and have expressed it in words. I wish all intruders were as insightful as you. I remember the last group of adventurers who made it not quite this far before they were hit by several disintegration rays and..."

During the Xanathar's long-winded speech, you can easily slip out and run for safety.

Regardless of how the characters escape out of the sanctum, as soon as they leave, they spot Robier waiting at the hideout entrance. Robier asks for a quick mission report, then ushers the party out of the hideout When they're gone, he can try to calm the Xanathar down and mitigate the damage to the sanctum. Robier will have to pretend the characters were intruders who had nothing to do with the guild, so he will be unable to hire the characters for further jobs in the future. He hopes that they will never cross paths with him again.



Conclusion

Estimated Duration: 15 minutes

In the Eye of the Beholder

Any character that was captured by the Xanathar wakes up the next morning in an alleyway in the Dock Ward with no memory of what happened after they got captured. They still have their equipment, minus any items they were carrying that was stolen from the Xanathar's treasury. They find a tattoo of a beholder eye inked somewhere on their body.

As long as they bear the tattoo, the Xanathar can cast *scrying* on the character once per day, and they automatically fail the saving throw. In addition, the Xanathar can cast *dominate monster* on the character at any time, no matter the distance, and they automatically fail the saving throw. The spell has a duration of 1 hour (no concentration required), and once the spell ends, the tattoo vanishes. The tattoo can also be removed with a *remove curse* or similar spell cast at 6th level or higher, and it automatically disappears if the Xanathar dies. An *identify* spell cast on the tattoo reveals the scrying feature and how to remove it, but not the dominate effect.

Is That a Fish in Your Pocket?

Characters that escaped the Xanathar's sanctum can return to the Yawning Portal and wait there for Shava. She arrives with Captain Hyustus Staget at noon the next day, which is enough time for any captured characters to regroup and filter into the Yawning Portal.

If the characters failed to replace Sylgar, Shava doesn't blame them, but she is still disappointed by the missed opportunity. She thinks it best that she parts company with the adventurers and they each go their separate ways. She fears that it's only a matter of time before the current Sylgar is found dead and the Xanathar declares vengeance on the city. If the characters still have Fin, Shava takes him back. Captain Staget is also disappointed, and he pardons their existing crimes for attempting such a dangerous mission, but the City Watch is not likely to seek out the characters' aid in the future.

If the characters successfully replaced Sylgar, Shava is incredibly pleased and hands over a fat purse (see **Treasure** below). In addition, each character can write down a single question. The Harpers will send out their agents to look for answers to those questions, and message the characters as information comes in. Encourage players to seek out answers related to their character's backstory or personal goals, such as "What happened to my long-lost sister?" If this is a continuous campaign, you can provide answers to those questions over the course of the campaign, allowing you to introduce story hooks and plot threads that tie in to the characters' personal stories in a natural way.

Captain Staget commends the characters for successfully completing the mission and pardons them for their existing crimes. If the characters were dishonorable in carrying out the mission (such as if they had killed City Watch officers), Staget warns them that further illegal actions will be prosecuted. If they were honorable, he instead tells them that the City Watch owes them a favor for making the city safer. If the characters ever need anything from the City Watch, they will be glad to provide.

If the characters still have Sylgar in their possession, they can do what they want with it. Sylgar has the stats of a **quipper** and can be made a familiar for anyone with the *find familiar* spell. If the characters try to sell Sylgar, Durnan, the proprietor of the Yawning Portal, is willing to pay 500 gp to add the Xanathar's goldfish to his collection of trophies.

Treasure

If the characters successfully swapped Sylgar with Fin, Shava rewards them with 1000 gp.



Continuing the Campaign

If none of the characters were captured and tattooed by the Xanathar, and they stole one or more items from the Xanathar's treasury, the Xanathar is furious at the theft and tries to find the dirty thieves. Agents from the Xanathar Guild search the city using descriptions of the characters (which might be warped by the Xanathar's paranoid mind), while guild mages use *locate object* at various locations around Waterdeep to hunt for the stolen treasures. It's possible that Robier tries to sabotage these operations for fear that the characters might reveal his role in the mission. If the Xanathar does find the characters, it might send assassins after them, it might send thieves to steal back the treasure, or it might entangle them in an intricate, long-term plot.

If one or more of the characters were captured and tattooed, the Xanathar knows exactly who the characters are and where they're hiding. The Xanathar is more willing to use the characters in its long-term schemes, using the information provided by *scrying* and saving the *dominate monster* for a crucial moment. The Xanathar might send undercover agents to befriend the characters and send them on missions that ultimately benefit the Xanathar, such as destroying the Zhentarim.

If the swap was successful, Fin keeps an eye on the Xanathar and learns valuable information from the Xanathar's discussions with its underlings. If you want to have the Xanathar embroil the characters in a plot without Harper intervention, note that the Xanathar talks to Sylgar often, but it rarely says anything actually useful to the goldfish. In addition, Fin can only send 25 words of intel a day through his *sending stone*, so he only relates the most important details, and plots involving some minor adventurers can easily get lost in the shuffle.

Using Fin's intel, the Harpers might occasionally ask the characters to go on further missions to disrupt the Xanathar's plans, perhaps relating to the Xanathar's stolen mirrors or smuggled crates. After some time, the characters might need to return to the Xanathar's sanctum. Perhaps a wily guild leader like Robier suspects that the leaks are coming from the fish, and the characters need to go save Fin. Perhaps Fin has become enamored with the Xanathar's loving treatment of him and the characters need to convince him to rejoin the Harper cause. Perhaps the Harpers one day decide that it's time to slay the Xanathar once and for all, and the characters are the best team for the job.

Connections to Dragon Heist

If you intend to start or continue a *Waterdeep: Dragon Heist* campaign after running *A Tail of Two Fishies*, here are some possible connections to link this adventure to the events of *Dragon Heist*:

- *A Tail of Two Fishies* concludes at the Yawning Portal. If you're just starting *Dragon Heist*, the Harpers continue paying for the characters' rooms at the Yawning Portal. This allows the characters time to familiarize themselves with patrons at the inn, and gives them reason to be in the common room during the tavern brawl in chapter 1.
- Renaer Neverember is a member of the Harpers and might have heard about the party's deeds from Shava when he meets them in chapter 1.
- Captain Hyustus Staget shows up at the Zhentarim hideout in chapter 1. He recognizes the characters and treats them more favorably. He also shows up in chapter 4 at the courthouse during summer, and in chapter 5 as a prisoner in the Xanathar's lair.
- The Xanathar Guild hideout in chapter 1 can be replaced by the sewer hideout from this adventure. In that case, the characters don't need to follow the yellow chalk trail, they simply need to remember their way back. The Xanathar has destroyed its sanctum here in a fit of rage and has returned to its lair in Skullport, leaving the rest of the hideout as it appears in *Dragon Heist*. Perhaps Robier is here in place of Grum'shar, or perhaps Robier has followed his master back to Skullport.
- During chapter 2, Harper reports from Fin can fill the characters in on the Xanathar-Zhentarim war happening in the streets. The Harpers are also eager to invite characters to join their faction.
- During chapters 3 and 4, Harper intel gathered from Fin can fill the characters in on the *Stone of Golorr* and the Xanathar's involvement with it.
- In chapter 4, the characters need to find three specific objects (chosen from a large list) to serve as vault keys. A beholder eyestalk can be acquired from the stone beholderbots in the Xanathar's sanctum. Bugbear ears, possibly with bugbear still attached, can be acquired from Sloth if he's still in the city.
- In chapter 4 when the characters emerge from the vault, if the Xanathar is the main villain, it uses *dominate monster* on any character that still bears an eye tattoo and forces them to help its minions steal the gold.

Appendix: NPC/Monsters

Sergeant

Medium humanoid (any race), any lawful alignment
Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Actions

Multiattack. The sergeant makes three attacks with its club.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Appears In: Part 1

Watch Wizard

Medium humanoid (any race), any lawful alignment
Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Spellcasting. The watch wizard is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, message, shocking grasp*
1st level (3 slots): *detect magic, grease, ray of sickness, Tasha's hideous laughter*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Appears In: Part 1

Constable

Medium humanoid (any race), any lawful alignment
Armor Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Appears In: Part 1

Thug

Medium humanoid (any race), any non-good alignment
Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appears In: Part 1

Robier

Medium humanoid (tiefling), lawful evil
Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +7, Int +3
Skills Acrobatics +7, Athletics +3, Deception +6, Perception +3, Persuasion +6, Stealth +7
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal, Thieves' Cant
Challenge 5 (1,800 XP)

Innate Spellcasting. Robier's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells:
At will: *thaumaturgy*
1/day each: *darkness, hellish rebuke* (at 2nd level)

Cunning Action. On each of his turns, Robier can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Robier is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Robier instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Robier deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Robier that isn't incapacitated and Robier doesn't have disadvantage on the attack roll.

Actions

Multiattack. Robier makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. Robier halves the damage that he takes from an attack that hits him. Robier must be able to see the attacker.

Appears In: Part 1, Part 3

Wit

Medium humanoid (tiefling), chaotic neutral
Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

Skills Deception +7, Performance +5, Persuasion +6, Sleight of Hand +4, Stealth +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 10
Languages Common, Infernal
Challenge 2 (450 XP)

Innate Spellcasting. Wit's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells:
At will: *thaumaturgy*
1/day each: *darkness, hellish rebuke* (at 2nd level)

Spellcasting. Wit is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She has the following bard spells prepared:
Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, silent image, sleep, unseen servant*
2nd level (3 slots): *hold person, invisibility*

Song of Rest. Wit can perform a song while taking a short rest. Wit and any ally who hears the song regains an extra 1d6 hit points if that creature spends any Hit Dice to regain hit points at the end of that rest.

Taunt (2/Day). Wit can use a bonus action on her turn to target one creature within 30 feet of her. If the target can hear her, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Wit's next turn.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Appears In: Part 2

Rinn

Medium humanoid (half-elf), chaotic neutral
Armor Class 13
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	10 (+0)	17 (+3)

Skills Acrobatics +5, Deception +5, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +7, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Thieves' Cant
Challenge 1 (200 XP)

Cunning Action. On each of her turns, Rinn can use a bonus action to take the Dash, Disengage, or Hide action.

Fey Ancestry. Rinn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Sneak Attack (1/Turn). Rinn deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Rinn that isn't incapacitated and Rinn doesn't have disadvantage on the attack roll.

Actions

Multiattack. Rinn makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Appears In: Part 2

Pog Fiddlesten

Small humanoid (gnome), neutral
Armor Class 12 (15 with *mage armor*)
Hit Points 22 (4d6 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +4, History +4, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Gnomish
Challenge 1/2 (100 XP)

Spellcasting. Pog is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch, mage hand, message*
1st level (4 slots): *color spray, mage armor, ray of sickness*
2nd level (2 slots): *misty step, web*

Gnome Cunning. Pog has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Actions

Wand. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Appears In: Part 2

Nevil Hogcollar

Small humanoid (halfling), neutral
Armor Class 15 (studded leather armor)
Hit Points 38 (7d6 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Senses passive Perception 10
Languages Common, Halfling
Challenge 1/2 (100 XP)

Lucky. Each time Nevil rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Actions

Multiattack. Nevil makes two melee attacks.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Appears In: Part 2

Sloth

Medium humanoid (goblinoid – bugbear), neutral
Armor Class 14 (hide armor)
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Skills Athletics +4, Sleight of Hand +5, Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Surprise Attack. If Sloth surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Spiked Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage.

Table Flip (1/Day). Sloth flips a nearby table onto his assailants. Each creature in a 15 ft. cube must make a DC 12 Strength or Dexterity saving throw (that creature chooses). On a failed save, that creature takes 5 (2d4) bludgeoning damage and is knocked prone. On a successful save, that creature takes half as much damage and isn't knocked prone.

Appears In: Part 2

Orc

Medium humanoid (orc), chaotic evil
Armor Class 13 (hide armor)
Hit Points 15 (2d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Appears In: Part 2

Goblin

Small humanoid (goblinoid), neutral evil
Armor Class 14 (hide armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Appears In: Part 2

Saphara Delmirev

Medium humanoid (red dragonborn), lawful neutral
Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Intimidation +2, Perception +2
Damage Resistances fire
Senses passive Perception 12
Languages Common, Draconic
Challenge 3 (700 XP)

Actions

Multiattack. Saphara makes two attacks with her greataxe.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Fire Breath (Recharges after a Short or Long Rest). Saphara exhales fire in a 15 ft. cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Appears In: Part 2

Beholderbot

Small construct, unaligned
Armor Class 14 (unaligned)
Hit Points 16 (3d6 + 6)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	8 (-1)	8 (-1)	5 (-3)

Saving Throws Wis +1
Skills Perception +1
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Common, Deep Speech
Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Eye Rays. The beholderbot shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. *Dazing Ray*. The targeted creature must succeed on a DC 12 Intelligence saving throw. On a failed save, the target takes 5 (2d4) psychic damage and has disadvantage on attacks and ability checks until the start of the beholderbot's next turn.
2. *Fear Ray*. The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the beholderbot's next turn.
3. *Shock Ray*. The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) lightning damage.
4. *Telekinetic Ray*. The targeted creature must succeed a DC 12 Strength saving throw or be hurled 15 ft. in a direction of the beholderbot's choice. If that creature hits a solid surface after at least 5 ft. of movement, it takes 3 (1d6) bludgeoning damage and falls prone.

Appears In: Part 3

Born from Dreams. Carved out by the disintegration rays of a dreaming beholder, these stone constructs are imbued with the primal material that beholder dreams are made of. Most beholders view these creatures as abominations that must be destroyed on sight. Few survive even a single day in the real world. But occasionally, a beholder recognizes their value and keeps them around as pets or guardians.

Blind Obedience. These creatures are magically imbued to follow the orders of the beholder that created them, and they will not hesitate to fight to the death. Without any orders to follow, these creatures will often act out whatever scene or scenario the beholder was dreaming of when their bodies were carved out.

Born for a Role. Beholderbots are programmed by the dreams that gave them birth. Those dreams color their worldview, and every action they take is either in accordance with their role in that dream or reflects the beholder that created them.

Construct Nature. A beholderbot doesn't require air, food, drink, or sleep.



The Xanathar

Large aberration, lawful evil
Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8
Skills Perception +12
Damage Resistances force (from *ring of resistance*)
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 22
Languages Common, Deep Speech, Undercommon
Challenge 13 (10,000 XP)

Special Equipment. The Xanathar wears three magic rings on its eye stalks: a *ring of invisibility* (on its fear ray eyestalk), a *ring of mind shielding* (on its sleep ray eyestalk), and a *ring of resistance (force)* (on its slowing ray eyestalk).

Antimagic Cone. The Xanathar's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the Xanathar decides which way the cone faces and whether the cone is active. The area works against the Xanathar's own eye rays.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The Xanathar shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the Xanathar for 1 hour, or until the Xanathar harms the creature.
2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. *Enervation Ray.* The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

   If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.
7. *Sleep Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray doesn't affect constructs and undead.
8. *Petrification Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

   If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. *Death Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.



Legendary Actions

The Xanathar can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The Xanathar regains spent legendary actions at the start of its turns.

Eye Ray. The Xanathar uses one random eye ray.

Lair Actions

When fighting inside its sanctum, the Xanathar can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the Xanathar can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the Xanathar becomes slimy; that area is difficult terrain until initiative count 20 on the next round.
- Walls within 120 feet of the Xanathar sprout grasping appendages until initiative count 20 on the round after next. Each creature of the Xanathar's choice that starts its turn within 10 feet of such a wall must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15).
- An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the Xanathar shoots from that eye at a target of the Xanathar's choice that it can see. The eye then closes and disappears.

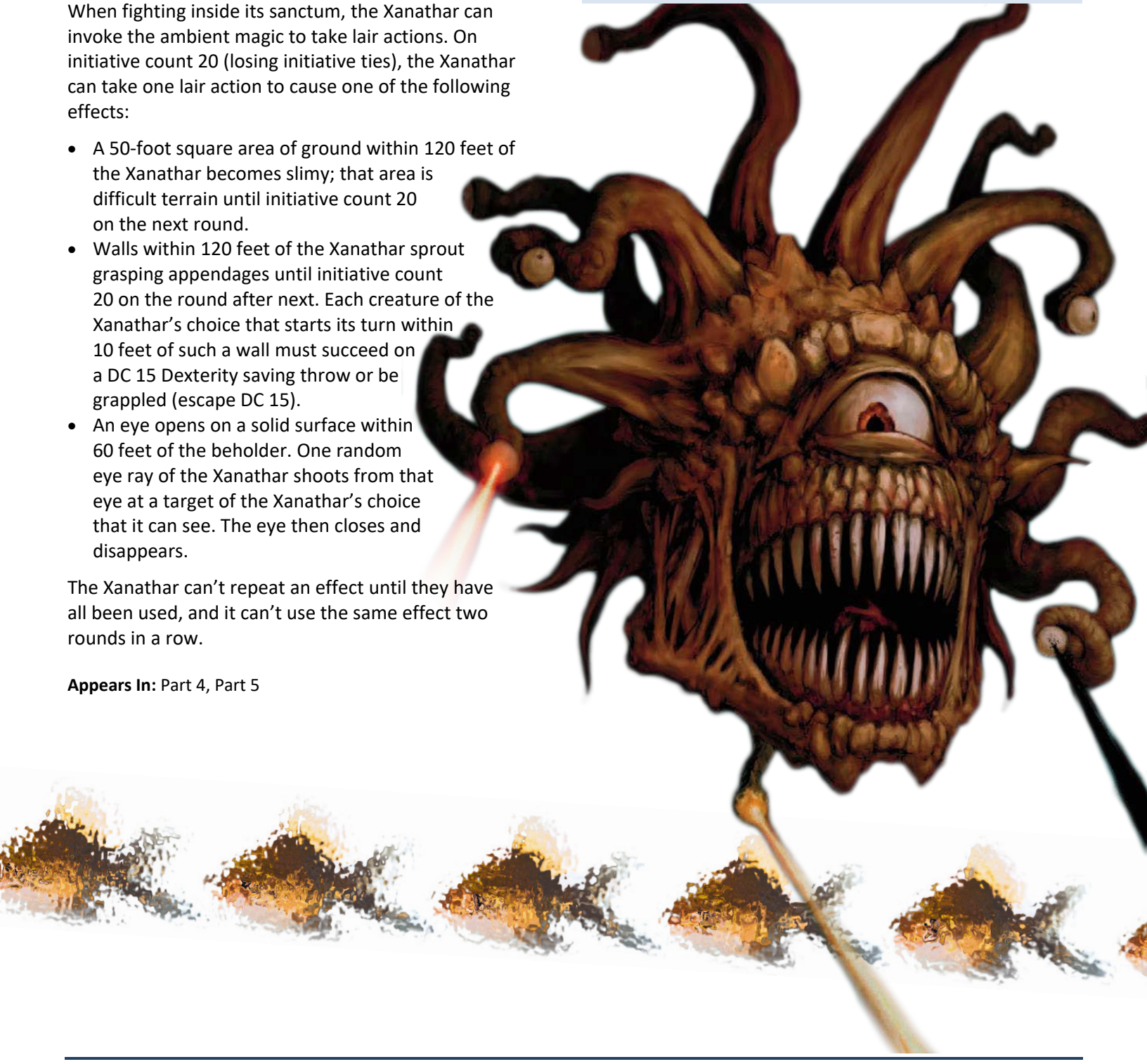
The Xanathar can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row.

Appears In: Part 4, Part 5

Controlled Chaos

The Xanathar has an additional feature in this sanctum: the beholder has full control over its eye rays and can choose which ray to fire when it would otherwise select randomly.

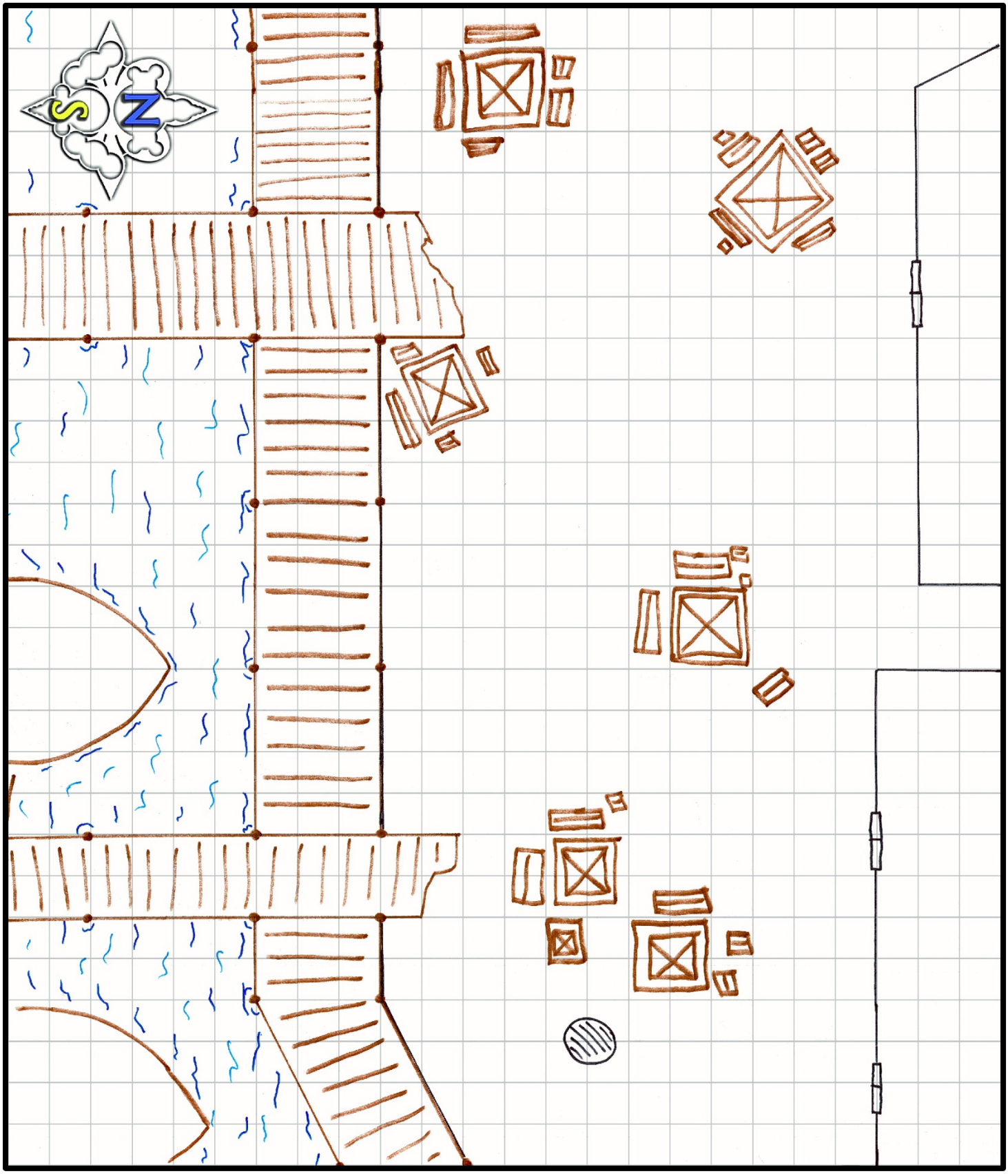
If the characters are so foolish as to fight the Xanathar on the beholder's own home turf, show them that they have made a grave mistake.



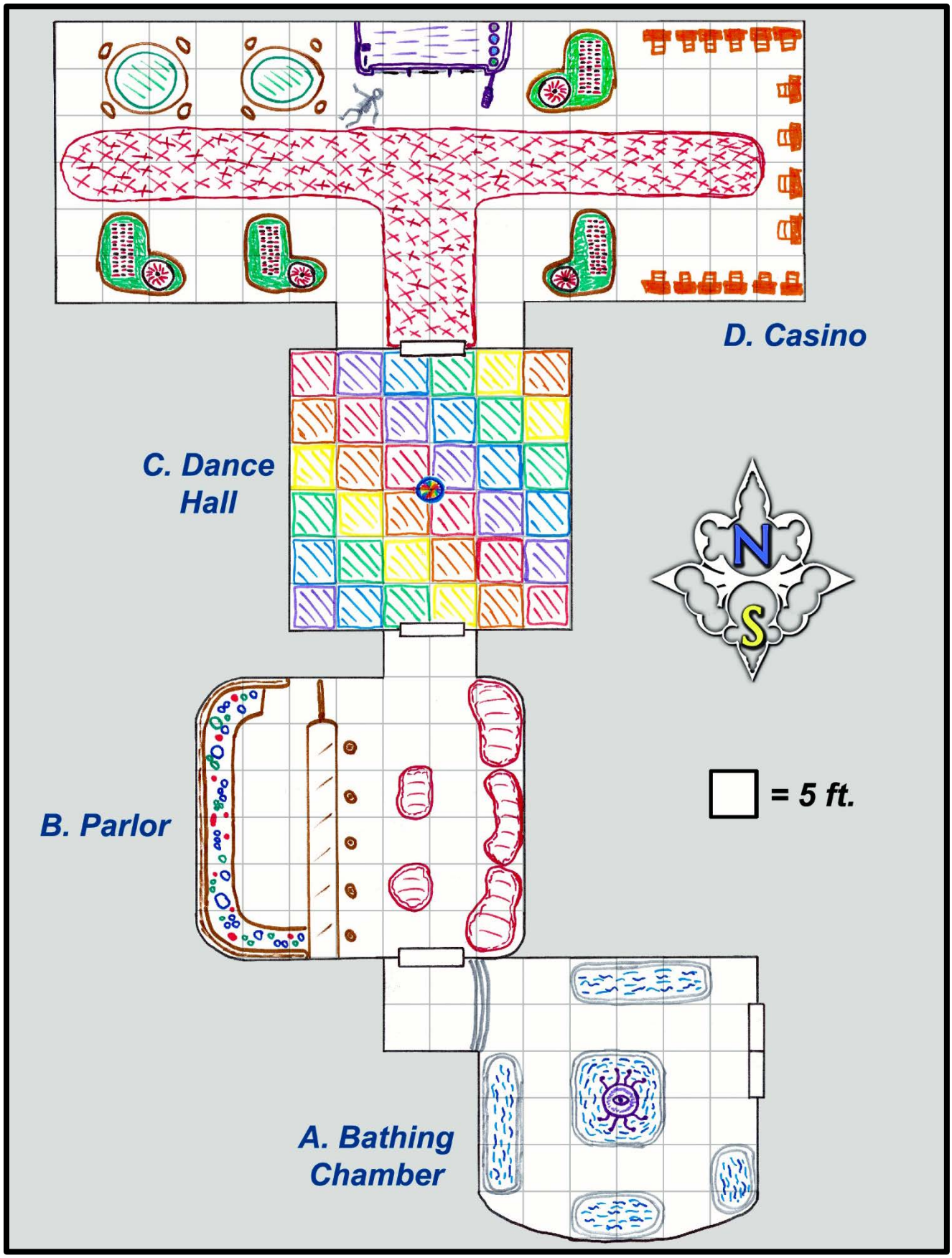
Map – Waterdeep



Map – Waterfront



Map – The Xanathar's Sanctum



Player Handout 1: Gargoyle Gang Members

Shava,

Here's all the information I've managed to compile on the Gargoyle Gang. The gang itself has been doing contract work for the Xanathar Guild for the last few years, with a good success rate. If Robier indeed selects them for the extraction mission over your team, we'll have to find some way to make sure the gang members are... indisposed for the mission.

— Zolis

Wit

Description: Female tiefling, age 26
Job: Con artist
Basic Information: Wit is a keen and consummate liar, except when she's drunk. She has a weakness for alcohol, especially the rare Undermountain Alurlyath wine. When she's drunk, she's willing to say almost anything. Perhaps we can exploit that...
Location: Wit has visited the villa of Lord Randal Amcathra numerous times in the last tenday. It's in the North Ward between Hassantyr's Street and Tarnath Street.

Pog Fiddlesten

Description: Male rock gnome, age 108
Job: Mastermind
Basic Information: Pog is known to be a very clever but very timid gnome with some minor knowledge of the arcane arts. Given his disposition, it might be possible to intimidate him into submission.
Location: Pog stays in one of the back rooms of the Breaking Inn on Coach Street in the Southern Ward.

Sloth

Description: Male bugbear, age 42
Job: Burglar
Basic Information: Sloth is a lazy and greedy criminal who spends most nights gambling at a private gambling den with his friends. They reside in a rough part of the Dock Ward where the City Watch never patrols, and where sounds of violence are usually ignored.
Location: Sloth's gambling den is the third house on the south side of Two Flask Alley in the Dock Ward.

Rinn

Description: Female half-elf, age 17
Job: Pickpocket
Basic Information: Rinn may appear to be a young and sweet little half-elf girl, but don't be fooled. She can be very manipulative when it suits her. Rinn grew up at the Our Lady of High Charisma orphanage, and she seems to care deeply for the orphans there. She regularly visits and donates a portion of her ill-gotten proceeds to the orphanage. We might be able to use that against her.
Location: She has been seen visiting the Diamond Dozen, a high-class jewelry store in Virgin's Square in the Trades Ward. We suspect she will be there again tomorrow at noon.

Saphara Delmirev

Description: Female red dragonborn, age 36
Job: Muscle
Basic Information: By all accounts, Saphara is a stubborn and tough fighter who has her own code of honor. From past records, we know that she sneaks into an isolated part of the City of the Dead at midnight on the same night each year, for unknown reasons. Any quarrel there will likely go unnoticed by the City Watch.
Location: The area she always visits is the graveyard on the southernmost hill in the City of the Dead. We expect her to come again tomorrow night at midnight. If you're going into the City of the Dead at night, be careful not to get caught by the guard patrols.

Player Handout 2: Gargoyle Gang Extra Information

Wit Extra Information #1

Wit is trying to convince Lord Randal Amcathra to hire her on retainer as a family poet. If one were to challenge her to a battle of wits at the villa (such as a battle of poetry, insults, or haiku), she would have no choice but to accept or else lose credibility as a poet and wordsmith.

Wit Extra Information #2

Wit is trying to con her way into Lord Randal's good graces in the hopes of stealing access to the family vault. Lord Randal has a lot of pull with the City Watch and he can make her life very miserable if he learns of her criminal plans.

Rinn Extra Information #1

Rinn's mother was a human who died while she was a child, and she never knew her elven father. Rinn is always on the lookout for signs of her father, and she longs to learn of her elven heritage and why her father left them behind.

Rinn Extra Information #2

Rinn has visited the same jewelry shop repeatedly in the last tenday. She pretends to be a young bride looking for the right jewelry for her wedding, but in truth she is casing the joint for a future robbery attempt.

Pog Fiddlesten Extra Information #1

Pog is an artist who specializes in painting unique and exotic monsters. He has always dreamed of painting an amazing monster like a beholder which he can use to kickstart a professional career in art, perhaps one days even illustrating one of Volo's guides on monsters. It's possible he might be satisfied painting another strange beast or race instead of the Xanathar if such a creature can be provided or fabricated.

Pog Fiddlesten Extra Information #2

Pog is deathly afraid of goldfish due to a traumatic incident from his childhood.

Sloth Extra Information #1

True to his name, Sloth is as lazy as he is greedy. It takes some money to bribe him into action, but it takes a lot less money to bribe him into inaction or to look the other way.

Sloth Extra Information #2

Sloth is a habitual gambler, willing to wager on anything and for anything. Anyone is invited to join his gambling nights, and one can get almost anything out of him with the right wager.

Saphara Delmirev Extra Information #1

The City of the Dead is heavily patrolled, and graverobbing is highly illegal in Waterdeep. The City Watch would be interested in stopping Saphara's activities if they think she has come to rob graves.

Saphara Delmirev Extra Information #2

Saphara's half-brother Rhogar died fighting criminals as a member of Waterdeep's City Watch. She visits his gravesite every year on the same night, and she feels a great sense of guilt over his death.

Player Handout 3: Sanctum Riddles

Parlor Riddle:

"I am perfect in shape and size,
I rise each morn upon the skies,
A vision in heavens beyond,
Yet children cry if I fall in the pond.
What am I?"

Dance Hall Riddle:

"I take in all sights, but I can't see myself
I am dullest in the mole, but keenest in the elf.
I am a treasured tool you would keep close in bed,
Just don't bring me out, or you'll hurt in the head.
What am I?"

Player Handout 4: Casino Journal

Green light means correct creature, correct location.

Blue light means correct creature, wrong location.

Roper, Roper, Roper, Roper

= 1x Green

Nothic, Nothic, Roper, Roper

= 1x Blue

Rust Monster, Rust Monster, Rust Monster, Rust Monster

= 1x Green

Rust Monster, Nothic, Beholder, Illithid

= 1x Green, 2x Blue

...

Damn it, I'm out of coins!

Player Handout 5: Wondrous Temptations

As you look about this table, you see wondrous objects of potentially immense power nearly within your reach. You have never seen so much treasure in one place before, and all you have to do to make it your own is to reach out and take it…

The items that you see are as follows:

1. A small silver statuette carved in the likeness of a raven.
2. Two stoppered glass cups holding green and red liquids.
3. A brown traveler's bag decorated with a smiling face.
4. A turquoise glass vessel shaped like a drinking horn.
5. A capped iron jar that smells faintly of aloe.
6. A thick tome titled "Wizardry for Dummies" bearing a crude drawing of Elminster on the cover.
7. A pair of golden bracers with tiny spirits and skulls carved into their filigree.
8. A signet ring studded with diamonds.
9. A pair of light blue boots decorated with clouds.
10. An ornate jewelry box filled with gems of various colors.
11. A plain brown potion bottle with a note attached to the cork which says, "Do not drink!"

Player Handout 6: Chase Mechanics

You must escape the Xanathar before he catches up to you!

On each of your turns, you **take an action**, then **check for complications**, and then **roll to keep pace**. You must keep track of whether or not you are **lagging behind**.

Take an Action:

You have the following action options. If you have a relevant bonus action you can take, you can also do that here. You can always try to improvise an action if none of these fit; in that case, the DM determines what effects it might have.

- **Attack:** Use a weapon, spell, or some other means to hurt or disable the Xanathar. If you can deal significant damage to the Xanathar, or incapacitate it, you might halt its eye rays for a time.
- **Cast a Spell:** Cast a helpful spell.
- **Catch Up:** If you are lagging behind, roll a DC 10 Dexterity (Athletics) check. On a success, you are no longer lagging behind.
- **Dash:** You have advantage on your roll to keep pace this turn. If you dash twice or more on a single turn (such as by using the rogue's Cunning Action feature along with an action), you also get a +2 bonus on your roll to keep pace this turn.
- **Dodge:** You have advantage on checks and saves against complications this turn.
- **Help Ally:** Assist an ally in some way, granting them advantage on an ability check during their next turn.
- **Pick Up Ally:** Pick up an ally of equal or smaller size and carry them with you. If they are lagging behind, you must lag behind as well. While carrying a creature of equal size, you have disadvantage on rolls to keep pace and rolls to catch up.
- **Stay Behind:** Stop running and confront the Xanathar! You can make an attack or cast a spell as well. Hopefully your sacrifice will not be in vain…

Check for Complications:

There are eye rays and environmental effects all over this sanctum, throwing a wrench in your escape plans. Roll a d20. The DM will tell you what happens.

Roll to Keep Pace:

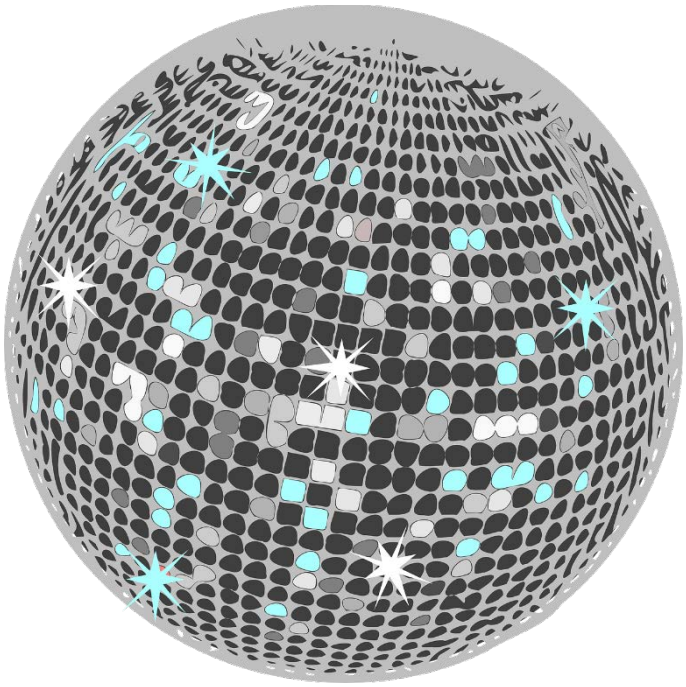
The Xanathar is relentlessly chasing you down, forcing you to maintain a steady pace or else be caught by his deadly rays. Roll a DC 10 Dexterity (Athletics) check. On a failed check, you start lagging behind. If you fail when you are already lagging behind, the Xanathar catches up to you and captures you.

Magic Item Handout: Disco Ball

Disco Ball

Wondrous item (common)

This musical object was invented by tinker gnomes from Krynn. How it found its way to the Forgotten Realms and into the Xanathar's possession is anybody's guess. When a creature within 10 feet of this *Disco Ball* speaks the command phrase "It's Party Time," the ball emits technicolor lights and plays whatever song that creature is thinking of at the time. The lights and music can be shut off with the command phrase "Party's Over."



Magic Item Handout: Wizardry for Dummies

Wizardry for Dummies – A Guide for Lesser Casters

Wondrous item (uncommon), requires attunement by a spellcaster who isn't a wizard

This book was created by an ancient wizard who wanted to rectify the idiocy of her sorcerer son. It's filled with descriptions of how to cast spells written in excruciatingly simple terms, with pictures to accompany them. The cover bears a crudely-drawn image of Elminster.

At the end of a long rest, you can choose a wizard spell of 1st, 2nd, or 3rd level. Until your next long rest, as long as you're attuned to this book, you know that spell as if it were a spell of one of your spellcasting classes, and you always have that spell prepared (if your spellcasting class prepares spells). If the chosen spell has the ritual tag, you can cast it as a ritual.

Magic Item Handout: Soul Nest

Soul Nest

Wondrous item (uncommon), requires attunement

These golden bracers bear tiny images of skulls and spirits woven into their filigree. While wearing these bracers, you gain the effects of a *death ward* spell daily at dawn. The spell has a duration of 24 hours.

As an action, you can cast the *revivify* spell. If you do, these bracers lose their magical properties and fade in color from gold to dull iron.